

Top Secret/S.I. Master Index

Contents

Contents	1
Abbreviations:	1
General Index	2
Skill Index	18
Advantages	21
Disadvantages	22
Geography	23
Agent 13 Campaign.....	31
Orion / Web Campaign.....	33
F.R.E.E. Lancers Campaign	41
Advice / Design Index.....	43
Notes	46

Abbreviations:

A13	Agent 13 Sourcebook
AB	Adventure Book (High Stakes Gamble boxed set)
AD	Acolytes of Darkness (Agent 13 graphic novel)
AG	Administrators Guide (Top Secret/SI boxed set)
BW	Commando Brushfire Wars
CM	Commando
CO1	Covert Operations Source Book
CO2	Covert Operations Source Book, Vol. 2
DD	The Doomsday Drop
DR#	Dragon magazine ("#" is replaced by issue number)
EI	Equipment Inventory (Top Secret/SI boxed set)
FA	F.R.E.E.America
FL	F.R.E.E.Lancers
FW	The Final Weapon
G4	G4 File: Guns, Gadgets, and Getaway Gear
HSG	High Stakes Gamble boxed set (inserts, etc.)
MC	Monte Carlo Book (High Stakes Gamble boxed set)
OR	Orion Rising
OS	Operation: Starfire
PG	Player's Guide (Top Secret/SI boxed set)
S&S	Settings & Scenarios (Top Secret/SI boxed set)
SS	The Sting of the Spider
TW	The Web
VB	Vehicle Book (High Stakes Gamble boxed set)
WD	Web of Deceit
WW	Web Wars

General Index

Subject	Page
Acid damage	AG:7
Actions	PG:62-63
combined	PG:62-63
Order of	DR151:79
Advantages	PG:5,12-20; A13:16-19; CM:7-10; FL:7-9
Gaining and losing	DR181:91-92
list	PG:13; A13:16-19; CM:7-8; FL:7
Secret advantages	DR150:79-80
Age	PG:9
Agents, non-fictional	CO1:5-6
Air	AG:10
combat	
Aircraft	A13:87; CM:63
airship	A13:73
civilian helicopters	G4:66-76
civilian jet airplanes	G4:72
civilian single-engined airplanes	G4:70-71
civilian turboprop airplanes	G4:67-69
civilian twin-engined airplanes	G4:70
hang gliders	G4:69-70
helicopters	G4:76; CM:63-64
military attack airplanes	G4:72, 75
military combat airplanes	G4:73
military helicopters	G4:72-73
military observation airplanes	G4:75
military reconnaissance	G4:73
airplanes	
military tanker airplanes	G4:73
military trainer airplanes	G4:74
military transport airplanes	G4:74
Movement	DR136:75
other aircraft	G4:74
Alarms	AG:15, 16; G4:16-18
Alcohol, effects of	AG:11-12
Amphetamines	AG:13
Animals	AG:9-10
combat rating (COM)	AG:9
damage rating (DAM)	AG:9
hit locations	AG:9-10
in combat	AG:9
poison rating	AG:9

Subject	Page
Animals (cont.)	
Types	
Alligator/Crocodile	WD:16, 17; SS:27-28
Ape	A13:49
Barracuda	SS:52-53
Bear	A13:49
Black widow spider	AG:9
Bull	AG:9
Cheetah	A13:49
Chimpanzee	A13:49
Cobra	AG:9
Doberman Pinscher	AG:9
Elephant	AG:9; A13:49
Hippopotamus	A13:49
Housecat	AG:9
Insect Swarm	A13:49
Lion	A13:49
Leopard/Jaguar	A13:49
Moray	SS:53
Mule	OS:15
Octopus	SS:53
Piranha	A13:49
Polar Bear	BW:50
Rhinoceros	A13:49
Shark	SS:52
Tiger	AG:9
Antidotes	DR136:72
Appearance	PG:9
Area protection devices	G4:17, 18
Armor and Weapons	FL:40
Artillery	CM:34
Asphyxiation	AG:7-8
Assault Rifles	G4:42-43; CM:45
Associates	AG:21, 23-24;
contacts	AG:23-24
creating	AG:23
Attack action	PG:62
multiple attacks	PG:79
Attack Airplanes	G4:73
Attribute checks	PG:7-8; A13:34-35
Attributes	PG:5-7
checks	PG:7-8
Constitution (CON)	PG:5

Subject	Page
Attributes (cont.)	
determining	PG:6
Dexterity (DEX)	PG:7
Intelligence (INT)	PG:5
improving	AG:18
Movement (MOV)	PG:7
primary	PG:5-6
Reflexes (REF)	PG:6
secondary	PG:7
skills and	PG:32
Strength (STR)	PG:5
superhuman	A13:16, 19, 36-37
Willpower (WIL)	PG:5
Auto races	VB:26
Automobiles	G4:55-62; A13:87
Background, character	PG:8-9
age	PG:9
appearance	PG:9
handedness	PG:9
language	PG:9
name	PG:9
nationality	PG:8
psychological profile	PG:10-11
race	PG:8
sex	PG:8
tags	PG:11
voice	PG:11
Bad breaks	PG:8
Black market costs	AG:19
Blindfighting	PG:78
Boats	G4:77-79; CM:58, 59-60
Movement	DR136:75
powerboats	G4:78
sailboats	G4:79
Bomb, cluster	CM:35
Bombs	
antimatter	G4:31
atomic mines	G4:33
blast suppression devices	G4:16, 17
californium bullets	G4:32
cluster	CM:35
detectors	G4:16, 17
detonators	G4:16, 17
intermediate explosive	G4:28
neutron	G4:31
orbital H-bomb	G4:32
underwater H-bomb	G4:33

Subject	Page
Bootleg/one-eighty maneuver	PG:84
Braced shots	PG:72
Braking skid maneuver	PG:84
Breaks, bad	PG:8
Breaks, lucky	PG:8
Bribery	AG:26
Bruise damage	PG:69-70
Bulletproof equipment	
glass	G4:16, 17
shield umbrella	G4:17,18
Bumping blows	PG:69
effect of cover	PG:73
Bursts	PG:72-73
short	PG:72
extended	PG:72
multiple targets	PG:73
Called shots	PG:73
Cameras	G4:7-9
borescope	G4:7, 8
briefcase	G4:7, 8
film fogger	G4:13
holographic projector	G4:19
lighter	G4:7, 8
microfilm	G4:7, 8
miniature	G4:7, 8
Minox EC	G4:7, 8
Minox LX	G4:7-8
Nikon remote shutter release	G4:8, 9
revolver	G4:8, 9
television	G4:8, 9
wristwatch	G4:7, 8
Carbines	G4:38-40
Careers	PG:27-31; A13:20; FL:28-29
academic	A13:22
and skill points	PG:28-29
athlete	A13:21-22
Combat Arcane	FL:29
entertainer	PG:31; A13:22
Espionage	FL:28
jet setter	A13:22
journalism	A13:23
law enforcement	A13:23
other	PG:31; A13:23
packages	PG:27
professional	PG:30; A13:21
military	PG:29; A13:21
skill points	A13:20
starting savings	PG:28
Street	FL:28

Subject	Page
Careers (cont.)	
Student	FL:28-29
worker	PG:30; A13:22
Character generation	PG:6-60; A13:15-33; CM:6-7; FL:5-6
advantages	PG:12-20; A13:16-19; CM:7-10
attributes	PG:5-7; A13:15-16; FL:5-6
background	PG:8-9; A13:16; CM:6-7
careers	PG:27-31; A13:20-23
Creating Super-powered Agents	FL:5
disadvantages	PG:12-14, 20-26; A13:19-20; CM:10
Minimum attributes (Commando)	CM:6
powers	A13:29-33
psychological profile	PG:37; G4:76
skills	PG:32-60; A13:23-28; CM:10, 14-23
Tags	CM:10
Characters (see also " <i>Player characters</i> " and " <i>Non-player characters</i> ")	
converting old TOP SECRETS characters to new Top Secret/S.I.	AG:61-62
Checks, attribute	PG:7-8
bad breaks	PG:8
default	PG:34-35
lucky breaks	PG:8
modifying	PG:7
skill	PG:33
Chemical surveillance devices	G4:9-10
body chemistry collector	G4:9
fume collector	G4:9
internal combustion exhaust	G4:9
octane collector	
narcotics vapor detector	G4:9-10
Chemicals	
anti-nerve gas serum	G4:29
decontamination research	G4:34
hyperacids	G4:26
incapacitating drugs	G4:29
rationality-loss drugs	G4:29
surveillance devices	G4:9-10

Subject	Page
Chemicals (cont.)	
toxic	G4:29
truth drugs	G4:19, 20
undetectable	G4:19, 20
weapons	G4:53
Circuit alarms	AG:16
Civilian aircraft	G4:67-72
helicopters	G4:72
jet airplanes	G4:70-71
airplanes	G4:67-69
turboprop airplanes	G4:70
twin-engined airplanes	G4:69-70
Close combat (see " <i>Hand-to-hand combat</i> ")	
Close-combat weapons	G4: 48-49; A13:86
Katar	OR:105
Kris Dagger	OR:105
secret	G4:50
unconventional	G4:53
whip	A13:35-36
Closed-circuit video cameras	AG:15
Cold damage	AG:7
Collisions, vehicle	PG:85
Combat	PG:67-80; AG:9-11; CM:29-35
air/air	AG:10
air/ground	AG:10
animals in	AG:9-10
bumping blows	PG:69
Bursts	DR136:75
Close air support	CM:35-36
critical hits	PG:71
Fields of fire	CM:29-30
Fire discipline	CM:31-32
Fire ranges, modifying	CM:30
Firing options	CM:30-31
First-fire advantage	CM:29
Grenade scatter	CM:31
Gun-drawing speed	DR151:78
hand-to-hand	PG:67-68, 76-79
hit location	PG:67-68, 69
Immediate action drills	CM:32
diagrams	CM:39
Indirect Fire	CM:32
mass battles	AG:10-11
new weapon: whip	A13:35-36
NPC tactics	AG:27-28
Overwatch action	CM:29
ranged weapons	PG:71-76
Using in close combat	DR151:78-79

Subject	Page
Combat (cont.)	
Shotguns	CM:31
Size Modifiers for Attack Rolls	FL:36
soliloquy	A13:35
underwater	AG:10
vehicle-mounted weapons	AG:10
vehicles in	PG:87-88
with weapons	PG:68-69
Combat airplanes	G4:72-73
Combat Shotguns	CM:44
Combined actions	PG:62-63
Communication equipment	G4:15-16
Computers	
fingerprint scan security	G4:11, 12
hardware	G4:26
retinal scan security	G4:11, 12
software	G4:26
taps	G4:10
Constitution (CON)	PG:5
and endurance	PG:66
CON damage	PG:71, AG:8-9
first aid skill and	PG:49
Constitution damage	PG:71, AG:8-9
Contacts	AG:23-24
Counter-surveillance equipment	G4:13-16
detectors	G4:13-14
document security devices	G4:14-15
miscellaneous	G4:13-14, 15
Cover	PG:73-74
hard cover	PG:73-74
soft cover	PG:73
vehicles as	PG:87-88
Crashes	PG:85-87
crash table	PG:86
direction	PG:86-87
high speed	PG:87
Critical hits	PG:71
Cruelty	PG:10
Cyborging and Biotechnology	FL:41-42
Damage	PG:69-71; A13:36
blunt weapons	PG:68
bruise damage	PG:69-70
constitution (CON) damage	PG:71
critical hits	PG:71
essential wounds	PG:63-64
excess damage	PG:70, 90
first aid skill and	PG:49
Hand-to-hand	DR136:72

Subject	Page
Damage (cont.)	
healing	PG:89-90; A13:36
Bruise	DR136:72
CON	DR136:72
Poison	DR136:72
Wound	DR136:72
in hand-to-hand combat	PG:67-68
medicine skill and	PG:59
penetrating weapons	PG:69
surgeon skill and	PG:59
toughness advantage and	PG:19
wound damage	PG:70
Damage, special	AG:7-9
acid	AG:7
asphyxiation	AG:7
cold	AG:7
disease	AG:7
drowning	AG:7
electricity	AG:8
falls	AG:8
gas	AG:8
heat	AG:8
poison	AG:8-9
radiation	AG:7
Darkness	AG:6
Default	PG:34-36
rolls	
Defend action	PG:62
instant defense	PG:79
multiple defense	PG:79
Detectors	G4:13-14
artificial nose	G4:28
field strength meter	G4:13
radio frequency detector	G4:13
tape recorder detector	G4:13
transmitter locator	G4:13
transistor detector	G4:13
Dexterity (DEX)	PG:7
and initiative	PG:63-64
Dice	PG:3-4
Dierolls	PG:7
Dierolls, modifying	PG:7; AG:5-7
darkness	AG:6
figure-and-forget modifiers	AG:6
fog	AG:6
situations not covered by the	AG:6, 6-7
rules	

Subject	Page
Disadvantages	PG:5,12-14, 20-26; A13:19-20; CM:10; FL:9-10
Gaining and losing list	DR181:91-92 PG:14; A13:19; FL:7
Secret disadvantages	DR150:79-80
Disease	AG:7
Document security devices	G4:14-15
copiers	G4:14, 15
edible paper	G4:14
flash paper	G4:14
incendiary document destroyer	G4:14, 15
ink copying	G4:27
invisible ink	G4:19
paper shredder	G4:14, 15
photography detector	G4:14, 15
water soluble paper	G4:14
Downshift maneuver	PG:85
Drawing weapons	PG:72
Driving, checks	PG:81-83
Drop attacks	PG:78
Drowning	AG:7-8
Drugs	AG:12-13
amphetamines	AG:13
hallucinogens	AG:12-13
non-intoxicating	AG:12
Electric eyes	G4:17, 18
Electricity damage	AG:8
Encumbrance	PG:66
Endurance	PG:66
stamina advantage and	PG:19
Entertainer career	PG:27, 31
Equipment	AG:14-17; G4:4-20; CM:40-65; FL:43-50
Ammunition	CM:46-47; FL:46-47; EI:7
Shotgun ammo	CM:47
Assault Rifles	
7.62mm Kalishnikov AKM	DD:9, 11, 18, 42
Cable-cutters	CM:52
chemical surveillance	G4:9-10
Close-combat weapons	EI:2
clothing	A13:84; CM:53-54
communication equipment	G4:15-16; CM:58; EI:7-9
computers	FL:47
cost	AG:15; CM:40-65

Subject	Page
Equipment (cont.)	
counter-surveillance	G4:13-16
Deep Sea Laser	DD:55
design	AG:14-16
detectors	G4:13-14
Diving Gear	CM:58-59
document security devices	G4:14-15
Explosives	CM:49-53
Atomic Demolitions	CM:52-53
Munitions (ADM)	
Claymore mine	CM:49-50
C-4	CM:50
Detonation Cord	CM:50
TNT	CM:51
Shaped charges	CM:52
Blast Radius table	CM:51
Demolition Charge table	CM:51
Firearms	
Assault rifles	EI:5
Military weapons	EI:5
Pistols	EI:3
Rifles	EI:4
Shotguns	EI:4
Submachine guns	EI:4
Fuses	CM:51-52
G4 Bureau	AG:14-15
gadgets	A13:38-40, 72-73
Grenades	DD:42
Holgraphic projector belt	OR:105
miscellaneous counter-surveillance	G4:15
miscellaneous surveillance	G4:11-13
Observation & Detection equipment	CM:55-57
optical surveillance	G4:7-9
Other ranged weapons	EI:6
Parachutes	CM:62
Patrol Robot	FW:40
Personal equipment	CM:54-55
physical protection	G4:16-18
reality	AG:15
Seashark Anti-Sub Missile	DD:55
security devices	AG:15-17
sonic surveillance	G4:5-7
space exploration equipment	G4:21-24
spy equipment, real-life	CO1:7-8
surveillance	G4:5-13
TASP Gun	OS:22
tools of the trade	A13:84-85; EI:9-12

Subject	Page
Equipment (cont.)	
unusual equipment	G4:19-20
Web Equipment	TW:24-26
Agent's Briefcase	TW:26
Beeper Bomb	TW:26
The Black Widow's Bite	TW:25
Block keys	TW:18
Cyanide Tooth	TW:26
Infrared Contacts	TW:26
The Nerd Box	TW:26
Poison Buckle	TW:26
The Web Watch	TW:25
wire surveillance	G4:10
whip	A13:35-36
airship	A13:73
tools of the trade	A13:84-85
close-combat weapons	A13:86
pistols	A13:87
rifles	A13:87
submachine guns	A13:87
automobiles	A13:87
aircraft	A13:87
Erratta	DR136:72-75
Espionage case files, non-fictional	CO1: 31-63
Abel, Rudolf Ivanovich	CO2: 44-46
Blake, George	CO2: 47-50
Blunt, Sir Anthony Frederick	CO2: 50-53
Bothwell, John H.	CO1: 31-32
Boyce & Lee	CO1: 32-33
Burgess, Guy F.	CO1: 33-35
Chin, Larry Wu-Tai	CO1: 35-36
Cooke, Christopher M.	CO1: 36-37
Fedora	CO1: 37-38
Felfe, Heinz Paul Johann	CO2: 53-56
Filatov, Anatoly N.	CO1: 38-39
Fuchs, Emil Julius Klaus	CO2: 57-60
Goleniewski, Michal	CO2: 60-62
Golitsyn, Anatoliy	CO2: 62-65
Gordiyevsky, Oleg G.	CO1: 39-40
Howard, Edward L.	CO1: 40-42
Johnson, Sgt. Robert Lee	CO1: 42-44
Kampiles, William P.	CO1: 44-45
Koecher, Karl F.	CO1: 45
Lindberg, Lt. Cmdr. Arthur	CO1: 46-47
Maclean, Donald	CO1: 47-49
Nosenko, Yuri Ivanovich	CO2: 66-69
Ogorodnik, Alexandr Dmitrevich	CO1: 49-50
Paisley, John Arthur	CO2: 69-72
Pelton, Ronald W.	CO1: 50-51
Penkovsky, Oleg Vladimirovich	CO2: 72-77

Subject	Page
Espionage case files, non-fictional (cont.)	
Philby, Harold A.R.	CO1: 51-53
Popov, Pyotr Semyonovich	CO2: 78-81
Prime, Geoffrey A	CO1: 53-55
Ruiz, Maria	CO1: 55-56
Shadrin, Nicolas G.	CO1: 56-57
Shevchenko, Arkady N.	CO1: 57-58
Tolkachev, Adolf G.	CO1: 58-59
Walker Family	CO1: 59-62
Yurchenko, Vitaly S.	CO1: 62-63
Espionage organizations, non-fictional	CO1:7
Espionage procedures, real-life	CO1:8-9
Expenses	
housing	A13:84
basic services	A13:85
Experience	CM:39
Explosives	PG:79-80; CM:49-53
Claymore mine	CM:49-50
C-4	CM:50
Detonation Cord	CM:50
TNT	CM:51
Blast Radius table	CM:51
Demolition Charge table	CM:51
Exposition	AG:36
Falling damage	AG:8
Fame & Fortune points	PG:6, 91; AG:17-18; A13:37
buying Luck Points	AG:18
giving out	AG:17
improving attributes	AG:18
improving skills	AG:18
using	AG:17-18
Fighters, combat tactics	AG:27
Figure-and-forget modifiers	AG:6
Finances (see "Money")	
Firearms	G4:35-45
assault rifles	G4:42-43
carbines	G4:38-40
general purpose machine guns	G4:43-44
heavy machine guns	G4:45
medium machine guns	G4:44-45
submachine guns	G4:40-41
Fog	AG:6
Food	
grain taggants	G4:19
preservation	G4:27
synthetic sugar	G4:30
Force field	G4:28

Subject	Page
Friction	CM:36-39
Events	CM:38-39
Friction point table	CM:36-39
and Parachuting	CM:62
Using friction points	CM:38
Gadgets	A13:38-41, 72-73
designing	A13:38-40
beginning the game with	A13:41
constructing	A13:40
Gambling	AG:11-12
blackjack	AG:11
disadvantage	PG:14, 23-24
roulette	AG:11-12
Gas	AG:8, 16
damage	AG:8
Garotte gas	OR:105
poison gas	AG:8
security device	AG:16
sleep gas	AG:8
tear gas	AG:8
General purpose machine guns	G4:43-44
Genetic engineering	G4:26
Geophones	AG:16
The Grand Prix	VB:3, 23-25
Covers	VB:23-24
Typical season calendar	VB:23
Grenade Launchers	CM:48
Grenades	CM:31, 48-49
Congelador	OR:17
Launcher grenades	CM:48
Rifle grenades	CM:48
scatter diagram	CM:31
Thrown grenades	CM:48
Hallucinogenic drugs	AG:12-13
Handedness	PG:9, 74
Hand-to-hand combat	PG:67-68, 76-79; DR135:62-64; DR178:87-90
bare hands versus weapons	PG:76
boxing	PG:42, 77-79
Combat techniques	DR135:62-64
Attack/Defend	DR135:62
Blindfighting	DR135:62
Choke hold	DR178:86-87
Crushing blow	DR178:87
Disarm	DR178:87
Drop	DR135:63
Feint	DR178:87
Hold	DR135:63
Incapacitate	DR178:87

Subject	Page
Hand-to hand combat (cont.)	
Instant defense	DR135:63
Instant stand	DR135:63
Knock down	DR135:63
Leap	DR135:63
Meditation	DR178:87-88
Multiple attacks	DR135:63
Multiple defense	DR135:63-64
Surprise action	DR135:64
Throw	DR135:64
Vital areas	DR135:64
Weapon	DR178:88
Weapon display	DR178:88-90
Withstand blow	DR178:90
combat techniques chart	PG:78
Revised combat techniques chart	DR178:90
Damage	DR136:72
defending	PG:76
grabbing possessions	PG:76-77
holds	PG:77, 78-79
martial arts	PG:42, 77-79
special techniques	PG:77-79
wrestling	PG:42, 77-79
Hang gliders	G4:76
Healing	PG:89-90; A13:36
Heat damage	AG:8
Heavy machine guns	G4:45
Heavy weapons	PG:79-80
Helicopter insertion	CM:64
Helicopter extraction	CM:64-65
Helicopters	CM:63-64
civilian	G4:72
military	G4:75
Helmets, crash	PG:87
Hit location	PG:67-68
Holds	PG:77, 78-79
Holograms	G4:30
holographic projector	G4:19
Illegal equipment	G4:19-20
Increased Strength and Armor/Hard Cover	FL:41
Industrial processes	G4:26-27
Infrared sensors	AG:16
Initiative	PG:63-64
Instant defense	PG:79
Intelligence (INT)	PG:5
Interrogation	AG:27
Intoxication	AG:12-13

Subject	Page
Inventions	G4:26-27
Invisibility	G4:28
Jet airplanes, civilian	G4:70-71
Knock down attack	PG:79
Land mines and traps	AG:16; DR148:90-93
Avoiding/detecting	DR148:92-93
Disarming	DR148:91, 93
Mine fuses	DR148:91-92
Mines	DR148:91-92
Pungee stakes	DR148:93
Razor wire	DR148:93
Tanglefoot	DR148:93
Land vehicles	G4:54-65
automobiles	G4:55-62
motorcycles	G4:63-65
specialty vehicles	G4:62-63
two-wheeled vehicles	G4:63-65
Landing mishap table	BW:5
Language	PG:9
Leap attack	PG:79
Light intensifier scope	G4:8, 9
Loading weapons	PG:71-72
fast reloading	PG:72
Locks	AG:15
Loyalty	PG:10
Luck points	PG:90-91; AG:17; A13:37
Initial number of receiving	DR136:72 PG:90
using	PG:90-91
Expanded use	DR151:79
Lucky breaks	PG:8
Lunar extra-vehicular activity suit	
NASA	G4:22
Soviet	G4:22-23
Lunar vehicles	G4:24
Lying down	PG:66
Machine guns	CM:46
general purpose	G4:43-44
heavy	G4:45
medium	G4:44-45
submachine guns	G4:40-41
Magazines, in research	AG:31
Magnetic sensors	AG:16
Maneuvers, vehicle	PG:84-86
bootleg/one-eighty	PG:84
braking skid	PG:84
downshift	PG:86
swerve	PG:86

Subject	Page
Mass combat	AG:10-11
Medium machine guns	G4:44-45
Metal detectors	G4:11
Metals	
gold-making	G4:27
rustproof iron	G4:27
super-sharp steel	G4:27
Microphones	AG:16
infinity	G4:5, 6
laser	G4:6, 7
parabolic	G4:6, 7
spring-steel vibrator radar	G4:11, 12
transmit	G4:5, 6
wired	G4:6
Microwave sensors	AG:16
Military aircraft	
attack airplanes	G4:73
combat airplanes	G4:72-73
helicopters	G4:75
observation airplanes	G4:73
reconnaissance airplanes	G4:73
special-duty airplanes	G4:73
tanker airplanes	G4:74
trainer airplanes	G4:74
transport airplanes	G4:74
Military career	PG:27, 29
Mines	AG:16
Missile skill	PG:41
revised	CM:18-19
Modifiers	AG:6-7
darkness	AG:5
figure-and-forget	AG:6
fog	AG:6
situations not covered by the rules	AG:5, 6-7
Money	AG:16, 18-19, 54
agent compensation	AG:54
black market costs	AG:19
cost of equipment	AG:15
PC financial rewards	AG:18-19
starting savings	PG:28
Monsters	
Ape, 40-foot	A13:49
Ape, Killer	A13:49
Frankenstein's Monster	A13:62
Mummy	A13:62
Vampire	A13:61
Werewolf	A13:61-62
Mortar	CM:34
Motorcycles	G4:63-65

Subject	Page
Movement	PG:7, 64-66; CM:23-24
and actions	PG:62-63
athletic ability advantage and	PG:16
combat modifiers	PG:74
game scale	PG:66
lying down	PG:66
Marching	CM:23-24
MOV attribute	PG:7
props	PG:66
Seach movement	CM:24
standing up	PG:66
speed	PG:66
Mystery	AG:37
Name	PG:9
Napalm	CM:35
Nationality	PG:8
Native language	PG:9
Naval gun	CM:34
Newspapers, in research	AG:31
Non-intoxicating drugs	AG:12
Non-lethal projectile weapons	G4:47
Novels, in research	AG:31
Observation	AG:13-14
Observation airplanes	G4:73
Open storyline	AG:39
Optical surveillance devices	G4:7-9
Other career	PG:27, 31
Paper	
edible	G4:14
flash	G4:G4:14
shredder	G4:14, 15
water soluble	G4:14
Parachuting	CM:62
HAHO	CM:62
HALO	CM:62
Landings	CM:62
and Friction points	CM:62
Passion	PG:10
Physical protection equipment	G4:16-18
Piety	PG:10
Pistols	G4:36-38; A13:87; CM:41
Glock 17a	BW:6
Player characters	PG:3
adventurers	AG:42
challenging	AG:28-29, 38
character creation summary	PG:92
getting started	AG:42-43
improvement	PG:91; AG:17-18

Subject	Page
Player characters (cont.)	
interacting with NPCs	AG:25-27
keeping alive	AG:17
non-adventurers	AG:42-43
survival	PG:89-91
Player groups (Commando)	
Military unit	CM:4
Freelancer	CM:4
Poison	AG:8-9
Antidotes	DR136:72
gas	AG:8
Powders	
radioactive trace powder	G4:11, 12;
Soviet spy dust	G4:11, 12
United States tracking powder	G4:11, 12
Powerboats	G4:78
Prepared shots	PG:74
Prerequisites	PG:34
Pressure-sensitive plates	AG:16
Primary attributes	PG:6-8
determining	PG:6
Printed circuit shadow	G4:11, 12
Problem-solvers	AG:34
Professional career	PG:27, 30
Projectile weapons	
non-lethal	G4:47
secret	G4:49-50
Psychological Index	CM:27-28
PI loss	CM:27-28
regaining	CM:28
battle fatigue	CM:28
Psychological profile	PG:10-11
cruelty	PG:10
loyalty	PG:10
passion	PG:10
piety	PG:10
sanity	PG:10
selfishness	PG:10
Race	PG:8
Radar	G4:11, 12
detectors	G4:19, 20
radar absorbing paint	G4:15
very long distance	G4:31
Radiation (Radioactivity)	AG:7
detectors	G4:19, 20
geiger counter	G4:11, 12
projectors	G4:19, 20
trace powder	G4:11, 12
Radios	G4:15-16
Range	PG:74-75

Subject	Page
Ranged weapons	PG:71-76
braced shots	PG:72
bursts	PG:72-73
called shots	PG:73
Chakram	OR:105
cover	PG:73-74
drawing	PG:72
handedness	PG:74
loading	PG:71-72
modifiers table	PG:75-76
movement	PG:74
prepared shots	PG:74
range	PG:74-75
rapid fire	PG:75
shotguns	PG:75
silencers	PG:75
targeting passengers in vehicles	PG:87
targeting vehicles	PG:87-88
telescopic sights	PG:76
Rapid fire	PG:76
Reaction rolls	AG:25-26
Realism	A13:6
and attributes	A13:15
and advantages/disadvantages	A13:16
and damage	A13:36
and healing	A13:36
and Luck	A13:37
and powers	A13:29
Reality rules	PG:4
Reconnaissance airplanes	G4:73
Reflexes (REF)	PG:5
Rewards, player character	AG:17-19
character improvement	AG:17-18
financial	AG:18-19
intangible	AG:19
Rifles	G4:38-40; A13:87
assault rifles	G4:42-43
Roleplaying	PG:2-3
Room alarms	AG:16
Safes	AG:15
Safety equipment, vehicular	PG:87
Sailboats	G4:79
Sanity	PG:10
Scale, and maps	PG:65
Scientific ideas	G4:27-32
China	G4:32
general interest	G4:27-29
South Africa	G4:32
Soviet Union	G4:30-32

Subject	Page
Scientific ideas (cont.)	
United Kingdom	G4:32
United States	G4:29-30
Searching	AG:13-14
Seat belts	PG:87
Secondary attributes	PG:7
Secret weapons	G4:49-50
close-combat	G4:50
explosive	G4:50
projectile	G4:49-50
Secrets	DR124:70-74
Aircraft	DR124:70-73
Advanced tactical fighter	DR124:72-73
Stealth airplanes	DR124:70-72
Transatmospheric vehicles	DR124:73
Space programs	DR124:73-74
ASAT weapons	DR124:74
Soviet heavy-lift launcher	DR124:73
Soviet space shuttle	DR124:73
Soviet spaceplane	DR124:73-74
Supercomputers	DR124:74
Undersea activities	DR124:74
Security devices	AG:15-17
alarm-types	AG:16
circuit alarms	AG:15
closed-circuit video cameras	AG:15
geophones	AG:16
infrared sensors	AG:16
lethal/Ineutralizing security devices	AG:16-17
locks	AG:15
magnetic sensors	AG:16
microphones	AG:16
microwave sensors	AG:16
mines	AG:16
personal alarms	AG:16
pressure-sensitive plates	AG:16
room alarms	AG:16
safes	AG:15
vibration sensors	AG:16
Seduction	PG:16, 19; AG:14
attractive appearance	PG:16
advantage and	
sensuality advantage and	PG:19
Selfishness	PG:10
Sex	PG:8
Ships	
powerboats	G4:78
sailboats	G4:79

Subject	Page
Shotguns	PG:40, 75; CM:31
Combat Shotguns	CM:44
damage bonuses	PG:75
sawed-off	PG:75
slugs	PG:75
Silencers	PG:76
Single-engined airplanes, civilian	G4:67-69
Skill checks	PG:33; A13:34-35
Skills	PG:32-60, 93-94; A13:23-28; CM:10, 14-23; FL:30-35
adventure	A13:25
attributes and	PG:32
careers and	PG:28
categories	PG:28
checks	PG:33
combat	PG:28, 38-42; A13:24; CM:15; FL:30-32
default rolls	PG:34-35
education	PG:28, 55-69; A13:25; FL:35
effects of levels	AG:5
expert advice	PG:36
general	PG:28, 47-64; A13:24-25; CM:20; FL:32-34
improving	AG:18
language	PG:28, 59-60
levels	PG:33
mandatory	PG:28-29
mechanical	PG:28, 36-37; A13:24; FL:32
points	PG:28
prerequisites	PG:34
specialization	PG:33-34
specialty	PG:28, 42-47; A13:24; CM:17-18; FL:34-35
tables	PG:36, 93-94
Sleep gas	AG:8
Smoke pots	G4:15
Sniper Rifles	CM:42
Soliloquy	A13:35
Sonar	G4:11
Sonic surveillance devices	G4:5-7
Space exploration equipment	G4:21-24

Subject	Page
Space exploration equipment (cont.)	
experimental lunar extra-vehicular activity suit (NASA)	G4:22
experimental lunar extra-vehicular activity suit (Soviet)	G4:22-23
individual personnel carrier (Soviet)	G4:24
individual rocket propulsion system	G4:24
lunar roving vehicle (NASA)	G4:24
Special action	PG:62
Special-duty airplanes	G4:73
Special equipment	AG:14-17
cost	AG:15
design	AG:14-15
G4 Bureau	AG:14-15
reality	AG:15
security devices	AG:15-17
Special Forces organizations	G4:80-84
1st Special Forces Operational Detachment (Delta)	CM:12, 14
6th Pomeranian Air Assault Division	CM:11
9th Para-commandos	CM:11, 12
17th Grenadier Para Company	CM:12
22nd Special Air Services (SAS) Regiment	G4:81
40. Fallschirmjager Battalion	CM:12
Armed Officer Squads	G4:82
Army Green Berets	CM:12
Belgian Escardon Special D'Intervention (ESI)	CM:13
Blue Light / Delta Force	G4:83
Border Patrol Police Bureau	G4:82
British Parachute Battalion	CM:11
British SAS	CM:12, 13
Cobra	G4:81
Compagnies Republicaines de Securite	G4:81
Detachment 101	G4:82
FBI Hostage Rescue Team	G4:83
FBI Special Support Group	G4:83
FBI Special Weapons and Tactics (SWAT) Teams	G4:83
Felix Dzerzhinsky Watch Regiment	CM:11, 12
First Special Operations Wing	G4:83
Force 13 Naval Commandos	CM:13
Foreign Legion 2nd Regiment	CM:11, 12
Foreign Legion Commandos de Reseignement et d'Action dans la Profondeur (CRAP)	CM:12, 13

Subject	Page
Special Forces organizations (cont.)	
Gendarmerie National Intervention Group	G4:81
General Intelligence and Reconnaissance Unit 269 GEO	G4:81
Grenzschutzgruppe Neun	G4:82
Groupe d'Intervention de la Gendarmerie Nationale	G4:84; CM:14
Israeli Defense Force Paras	CM:13
Jordanian Special Forces	CM:11, 12
KGB Border Guards	CM:11, 12
Long-Range Amphibious Reconnaissance Commandos	CM:12
Metropolitan Police Special Patrol Groups	G4:81
Morskaya Pyekhota (Naval Infantry)	CM:11
National Police Readiness Troop	CM:14
Navy Fromandskorpset	CM:13
Nucleo Operativo Centrale do Sicurezza (NOCS)	CM:13
Police Tactical Unit	G4:81
Policia Nacional Grupo Especial Para Los Pperaciones	CM:14
Presidential Security Regiment	CM:11
Reconnaissance Commandos	CM:12, 13
ROK Special Forces	CM:12, 13
Royal Malaysia Police Field Force	G4:82
Royal Marine Special Boat Squadron	CM:12, 13
Royal Marines Comaccio Group	CM:13
Royal Netherlands Marine Corps	G4:82
Royal Thai Special Forces	CM:13
Saiyeret Matkal	G4:81
San Marco Marines	CM:11
SAS Counter-Revolutionary Warfare Wing	CM:13
SAS Regiment	CM:12, 13
SAS Squadron	CM:12, 13
SEAL Team 6	G4:83
Sheik's Guard	CM:11, 12
South Australia Police Special Tasks and Rescue Force	G4:81
Special Assistance Unit -- Marines (BBE)	CM:14
Special Service Force	CM:12
Spetznaz / Warsaw Pact Special Forces	G4:83; CM:12, 13
Squadra Anti-Commando	G4:82
Sultan's Special Forces	CM:11, 12

Subject	Page
Special Forces organizations (cont.)	
Task Force 160	G4:83
Unit 777	G4:81
Unit 269	CM:13
US Army Airborne	CM:11
US Army Ranger Battalions	G4:82; CM:11, 12
US Army Special Forces	G4:82
US Marine Corps	CM:11
US Marine Force Reconnaissance Company	G4:82; CM:12
US Navy Sea, Air, and Land (SEAL) Platoons	G4:83; CM:12, 13
US Navy Underwater Demolition Team (UDT)	CM:12, 13
USMC Battalion Landing Team	G4:82
USMC Marine Amphibious Unit	G4:82
Victoria Police Special Operations Group	G4:81
Vozdushno-Desantnaya Voyska (Air Assault Force)	CM:11, 12
Special Forces training	
Elite troops	CM:2, 11-12; CM:11-12
Counter-insurgency	CM:2, 12-13; CM:12-13
Long-range patrol	CM:2, 12-13; CM:12-13
Counter-terrorist	CM:2, 13-14; CM:13-14
Special weapons	G4:46-53
chemical weapons	G4:53
close-combat secret weapons	G4:50
close-combat weapons	G4:48-49
explosive secret weapons	G4:50
non-lethal projectile weapons	G4:47
projectile secret weapons	G4:49
unconventional close-combat weapons	G4:53
unconventional weapons	G4:51-53
Specialization	PG:33-34
Specialty vehicles	G4:62-63
Standing up	PG:66
instant stand	PG:79
STAR extraction	CM:63
Strategic information	G4:32-34
Strength (STR)	PG:5
and encumbrance	PG:66
Stun attacks	PG:79
Submachine guns	G4:40-41; A13:87; CM:43

Subject	Page
Superhuman Attributes	A13:16, 19, 36-37
Surprise	PG:64, 79
in close combat	PG:77
Surveillance equipment	G4:5-13
chemical devices	G4:9-10
miscellaneous	G4:11-13
optical devices	G4:7-9
sonic devices	G4:5
wire devices	G4:10
Survival	CM:26-28
Fatigue	CM:27
Food	CM:26
skill	PG:46-47; CM:23
Sleep	CM:26
Water	CM:26
Swerve maneuver	PG:85
Swimmer insertion	CM:60-61
Swimmer extraction	CM:61
Swimming	AG:10
Swimming advice	
Tags	PG:11; AG:25, 28; CM:10
Taggants	
crystal marking	G4:26
explosives	G4:19
grain	G4:19
paper	G4:19
Tanker airplanes	G4:74
Tape recorder	
detector	G4:13
miniature	G4:5,6
tape eraser	G4:13
Tear gas	AG:8
Telepathic communication	G4:29
picture transmission	G4:31
Telephone	
automatic dialer	G4:10
call recorder	G4:10
number decoder	G4:10
oscillograph	G4:5,6
scrambler	G4:13, 14
tap	G4:6, 10
tap analyzer	G4:13, 14
tap detector	G4:13, 14
Telescopic sights	PG:76
Terrain	
Movement cost	CM:24
Terrorist organizations	G4:85-94
Abu Nidal Group	G4:92

Subject	Page
Terrorist organizations (cont.)	
Action Directe	G4:94
Adolf Hitler Commando	G4:92
African National Congress	G4:92
Al Dawa	G4:88
Al Takfir Wal Higma	G4:87
Al Zulfika	G4:90
Amal	G4:89
Angry Brigade	G4:87
Anti-apartheid Militants, Urban Guerrillas, Assassination Gangs	G4:92
Anti-communist Council of Guatemala	G4:88
Apostolic Anti-Communist Alliance	G4:92
Arab Liberation Front	G4:88
Arab Nationalist Youth Organization	G4:89
Argentine Nationalist Organization Movement	G4:86
Armed Liberation Forces	G4:86
Armenian Secret Liberation Army	G4:93
Aryan Nations	G4:93
As-Sa'iqa	G4:90
Avanguardia Nazionale	G4:89
Azione Rivoluzionaria	G4:89
Baader-Meinhof Gang	G4:94
Black June	G4:91
Black Liberation Army	G4:93
Black Panthers	G4:93
Brigate Rosse	G4:88
C-4 Cuban Movement	G4:87
Column 88	G4:87
Croatian Nationalists	G4:93
Dark Harvest Commandos	G4:87
Democratic Front for the Liberation of Palastine	G4:91
Ejercito Revolucionario del Pueblo	G4:86
Eleventh Hour Brigade	G4:87
Eritrean Liberation Front	G4:87
Euzkadi Ta Askatsuna	G4:92; CM:72
Executive Committee for the Liberation of Palastine	G4:91
FAR	G4:88
Fighting Communist Cells	G4:86
First of May Group	G4:92
Front de Liberation de la Bretagne	G4:87
Front de Liberation Nationale	G4:86
Front de Liberation Quebecois	G4:86

Subject	Page
Terrorist organizations (cont.)	
Front for the Liberation of South Yemen	G4:92
Front for the National Liberation of Corsica	G4:87
Fuerzas Armadas de la Liberacion Nacional	G4:93
Gamaat Islamiya	G4:94
Grupo de Resistance	G4:92
Antifascista Primo de Octubre	
Guerrilleros Del Cristo Rey	G4:92
Hanafi Muslims	G4:93
Hizbullah	G4:89
Hrvatsko Revolucionarno Bratstvo	G4:94
International Spanish Communist Party	G4:92
Irish National Liberation Army	G4:88
Irish Republican Army	G4:88
Islamic Amal	G4:89
Islamic Jihad	G4:89
Jewish Defense League	G4:93
Jihaz al-Amaliyat al-Khassa	G4:90
Ku Klux Klan (KKK)	G4:93
M-19	G4:87
Mano Blanco	G4:87
Manuel Rodriguez Patriotic Front	G4:86
May 19 Coalition	G4:93
Military Death Squads	G4:87
Mirista radicals	G4:86
Montoneros	G4:86
Moro National Liberation Front	G4:91
Movement of the Revolutionary Left (Bolivia)	G4:86
Movement of the Revolutionary Left (Chile)	G4:86
Movement of the Revolutionary Left (Venezuela)	G4:94
Mussolini Action Squads	G4:89
National Arab Youth for the Liberation of Palastine	G4:91
National Liberation	G4:93
National Liberation Action	G4:86
National Liberation Army (Bolivia)	G4:86
National Liberation Army (Colombia)	G4:87
National Liberation Front	G4:91
New Anti-communist Organization	G4:87
New World Liberation Front	G4:93
Nuclei Armati Revolucionari	G4:89

Subject	Page
Terrorist organizations (cont.)	
Omega 7	G4:93
Ordino Nuovo	G4:89
Palastine Liberation Army	G4:91
Palastine Liberation Organization (PLO)	G4:91
People's Revolutionary Armed Forces	G4:90
People's Revolutionary Army	G4:86
People's Revolutionary Party	G4:92
People's Socialist Movement of Germany	G4:94
Peronist Armed Forces	G4:86
Popular Democratic Front for the Liberation of Palastine	G4:91
Popular Forces of 25 April	G4:92
Popular Front for the Liberation of Palastine	G4:90
Popular Revolution Vanguard	G4:86
Prima Linea	G4:89
Provisional Irish Republican Army	G4:88
Republik Malaku Selatan	G4:90
Revolutionary Action Movement	G4:89
Revolutionary Armed Forces of Colombia	G4:87
Revolutionary Committee of Mozambique	G4:90
Revolutionary Movement of October 8	G4:86
Sandinista National Liberation Front	G4:90
Sekigun	G4:89
Shining Hand	G4:91
Shining Path	G4:91
Symbionese Liberation Army	G4:93
Terror Against Terror	G4:88
Terza Posizione	G4:89
The Order	G4:93
Tupamaros	G4:94
Turkish People's Liberation Army	G4:92
Ulster Defense Association	G4:88
Weather Underground	G4:93
Wehrsportgruppe Hoffman	G4:94
ZAPU	G4:94
Zimbabwe African National Union	G4:94
Throwing attack	PG:79
Time	PG:61
Tires, flat	PG:87

Subject	Page
Trainer airplanes	G4:74
Transmitters	
delta	G4:28
telephone tap	G4:6
tonal activity	G4:6, 7
umbrella antenna	G4:11, 13
vertical beam	G4:19, 20
Transport airplanes	G4:74
Trucks	G4:62-63
Turboprop airplanes, civilian	G4:70
Turns	PG:61
possible actions	PG:62-63
Twin-engined airplanes, civilian	G4:69-70
Two-wheeled vehicles	G4:63-65
Typewriter ribbon reconstruction	G4:11, 12
Unconventional weapons	51-53
close-combat	G4:53
Underwater adventures	AG:10
Unusual equipment	G4:19-20
Vans	G4:62-63
Vehicles	PG:81-88; FL:36
acceleration	PG:83
Airboat	SS:27
aircraft	G4:66-76; CM:63; EI:15
Airplanes and helicopters	VB:21-22
Moving and maneuvering aircraft	VB:22
Taking off and landing	VB:22
Armored Personnel Carriers (APCs)	
Firing from	DR172:72
and Friction points	DR172:72
and Psychological Index	DR172:72
Automobiles	EI:13
Grand Am	OS:30
Lamborghini Countach (modified)	OS:29
Porsche 928S (modified)	OS:29-30
boats	G4:77-79; CM:58, 59-60; VB:21
Cabin cruiser	OS:38-39
Chris-Craft 312SL Stinger	OS:39
bootleg/one-eighty	PG:84
braking	PG:84
braking skid	PG:84
bulletproofing	PG:88
Cigarette boat	SS:52, 55, 58
collisions	PG:85
crashing	PG:85-87

Subject	Page
Vehicles (cont.)	
crash table	PG:86
Damage Effects	FL:38-40
Damage location	FL:37
Damage Location Charts	FL:37-38
downshifting	PG:85
driving checks	PG:81-83
Effects of protection values on collisions	VB:5
Escape Pod	WW:55-56
flat tires	PG:87
Forklift	WW:23
Formula One racing cars	VB:24
futuristic	FL:47-48
Getting stuck	VB:4
handling	PG:, 87
handling rating modifications	AG:6
Helicopters	CM:63-64
in combat	PG:87-88
Installing special equipment	VB:19
land vehicles	G4:54-65
Larger vehicles	EI:14
lunar	G4:24
Maintenance and repair	VB:19-20
Breakdown frequency	VB:20
Multiple mechanics helping with repairs	VB:20
Repairs	VB:20
Repairs by default	VB:20
Maneuvers	VB:6-7
Avoid obstacle	VB:7
Bump/Push	VB:6
Control spin	VB:6
Jump	VB:7
Unstuck	VB:6-7
maximum speed	PG:83
Military vehicles	EI:15
Modifying vehicles	VB:14
Motorcycles	VB:21
mounting weapons on	AG:10
performance ratings	PG:83-84
protection	PG:84
seat belts	PG:87
ships	G4:77-79
Sno-Cat	BW:52
Snowmobiles	VB:21
special maneuvers	PG:84-85
Specific damage rules	VB:8-13
Damage effects	VB:11-12
Damage location diagrams	VB:9-10

Subject	Page
Vehicles (cont.)	
Aircraft damage diagram	VB:10, 16
Automobile damage diagram	VB:9, 17
Boat damage diagram	VB:10, 16
Motorcycle/Snowmobile damage diagram	VB:10, 16
Locating damage on a vehicle	VB:8-9
Size modifiers for attack rolls	VB:8, 17
Vehicle sections	VB:8-10
Spinning out	VB:4
Submarines	
USS Lamprey miniature attack sub	DD:54-55
Sunk in a ditch table	VB:4, 17
Supply ship	WW:49
swerving	PG:85
Tanks	DR171:13-14; DR172:70-73
Crew	DR172:72
Firing while moving	DR172:71
Jumping onto	DR171:13
Life inside	DR172:72
Maintenance	DR172:72
Breakdowns	DR172:72
and Friction points	DR172:72
and Psychological Index	DR172:72
Tactics	DR172:70-71
Vision	DR172:70
Weapons	DR172:71
Ammunition	DR172:71
Customized devices	DR172:71
Effects to targets	DR172:71
Two-wheeled vehicles	EI:13
Water vehicles	EI:14
weapon anti-vehicle (AV) ratings	PG:88
Weapons Suits	FL:49-50
Web vehicles	
Automobiles	
The Silk Ghost	TW:25
Helicopters	
The Balloon Spider	TW:25
Vibration sensors	AG:16

Subject	Page
Viruses	
anti-cereal virus	G4:32
anti-poppy virus	G4:30
immunological substances	G4:29
skill	FL:35
vulnerability viruses	G4:29
Vital areas attack	PG:79
Voice	PG:11; AG:25
mask	G4:15
stress analyzer	G4:6, 7
Watch action	PG:62
Water	
activa	G4:31
ted	
desalination	G4:28
gel	G4:28
super-heavy	G4:30
underwater H-bomb	G4:33
underwater missiles	G4:33
Weapons	PG:68-69; AG:10
Anti-tank guided missiles (ATGMs)	DR171:13-14
Backblast	DR171:13-14
Firing	DR171:13
and Friction points	DR171:14
anti-vehicle (AV) ratings	PG:88
blunt	PG:68
close combat value (CCV)	PG:69
fixed-mount	AG:10
futuristic	FL:43-46
in security devices	AG:16-17
penetrating	PG:68-69
ranged	PG:71-76
swivel-mount	AG:10
using in the field	CM:47-48
vehicle-mounted	AG:10
weapon speed bonus	PG:63-64
Willpower (WIL)	PG:5
Wire surveillance devices	G4:10
Wound damage	PG:70
Worker career	PG:27, 30
Wounds (see also "Damage")	
and initiative	PG:63-64
tending	PG:90

Skill Index

Subject	Page
Acrobatics	A13:24, 26; FL:33
Acting	PG:16, 48
disguise skill and	PG:48
Advanced Demolitions	CM:15
Aircraft mechanic	PG:37
Animal Handling	CM:16
Animal training	PG:48
animal friendship advantage and	PG:16
Anthropology	PG:56
Archaic Weapon	FL:30
Area Knowledge	A13:25, 27; CM:16
Artificial Intelligence	FL:35
Artillery	PG:41
revised	CM:16
Astronomy	PG:58
Atomic Demolitions Munitions	CM:16
Ax	PG:41
Ballistics	PG:43
Basic firearms	PG:39
Basic heavy weapons	PG:40
Basic liberal arts	PG:66
Basic mechanic	PG:36-37
Basic melee	PG:41
Basic science	PG:67
Basic tool use	PG:36
Beanbag Gun	FL:31-32
Blackjack	PG:41
Blowgun	PG:38
Booby Traps	CM:16
Bow and arrow	PG:39
Botany	PG:58
Boxing	PG:42, 77-79
Bureaucrats	A13:24, 26; FL:33
Business	PG:56-57
Carpentry	PG:36
Cartography	CM:17
Climbing	PG:48
Club	PG:41
Computer Politics	FL:35
Computer Programming	FL:35
Computer technician	PG:37; FL:32
Concealment	PG:43

Subject	Page
Construction	PG:36
Contact	CM:17
Corporate Politics	FL:35
Counter-tracking	CM:17
Crossbow	PG:39
Cryptography	PG:43
Culture Knowledge	A13:25, 27
Cyborging	FL:35
Demolitions	PG:43
acute touch advantage and	PG:15
Disguise	PG:43-44
acting ability advantage and	PG:14
acting skill and	PG:48
Driving	PG:48-49
Driving/Hovercraft	FL:34
Driving/Tank	PG:48-49
revised	CM:17
Driving/Weapons Suit	FL:34
Economics	PG:56-57
Education	PG:28, 55-59
courses of study	PG:66
creating	PG:55
free skills	PG:55
list	PG:56, 94
study-time	PG:55
Electronics	PG:37
EMERSON	CM:18
Engineering	PG:68
Escape Artist	A13:25, 28
Fencing	PG:41-42
Fine arts	PG:49
artistic ability advantage and	PG:1
Fingerprinting	PG:44
First aid	PG:49, 89-90
Fishing	PG:49-50
Flame Thrower	FL:31
Forgery	PG:44
artistic ability advantage and	PG:15
Forward Observer	CM:18
Gambling	A13:25, 28
Genetics	FL:35
Gleaning	FL:33
Grenade Launcher	CM:18
HALO	CM:18
Hand grenade	PG:40

Subject	Page
History	PG:67
Horsemanship	PG:60
Hypnosis	PG:50
Impromptu Weapon	FL:30-31
Instrument Flying	CM:18
Interrogation	PG:44-45
Journalism	PG:57
Knife	PG:41
Knife throwing	PG:38
L-5 Colonies	FL:35
Language	PG:28, 59-60
bilingual background advantage and	PG:16
costs of	PG:59
illiteracy disadvantage and	PG:24
language ability advantage and	PG:17
levels and	PG:59-60
partial knowledge	PG:60
Laser	FL:31
Law	PG:58
Lip reading	PG:60
Literature	PG:67
Lockpicking	PG:46
acute touch advantage and	PG:16
Machine gun	PG:40
Martial arts	PG:42, 77-79
Math	PG:68
Medicine	PG:59, 89-90
Metalworking	PG:36
Mimicry	PG:60
acting ability advantage and	PG:14
Missile	PG:41
revised	CM:18-19
Mortar	PG:41
revised	CM:19
Music	PG:50-61
musical ability advantage and	PG:17
Nap of Earth (NOE) Flying/Airplane	CM:19
Nap of Earth (NOE) Flying/Helicopter	CM:19
Navigation	PG:61
Net Gun	FL:32
Nuclear technician	PG:37
Occult Knowledge	A13:25, 28
Off-hand Firing	CM:19
Oriental martial arts	PG:42, 77-79
Flying kicks	DR160:71
Ki	DR160:71-72
Learning	DR160:70
Spinning kicks	DR160:71

Subject	Page
Oriental martial arts (cont.)	
Styles	
Arnis	DR160:72
Capoeira	DR160:72
Goju-Ryu	DR160:72
Hapkido	DR160:72
Ishinryo	DR160:72
Jujitsu	DR160:73
Kobu-Jutsu	DR160:73
Mu-Tau	DR160:73
Pentjak-Silat	DR160:73
Savate	DR160:73
Tai kwan do	DR160:73
Thai boxing (Muay thai)	DR160:73
Orienteering	CM:20
Parachuting	PG:61
Persuasion	A13:25, 27; FL:33-34
Philosophy	PG:67
Photo Analysis	CM:21
Photography	PG:51-52
artistic ability advantage and	PG:16
Physics	PG:68
Pickpocket	PG:46
Piloting	PG:62
Piloting/Airship	A13:25, 27; FL:34
Piloting/Gunship	CM:21
Piloting/Space Shuttle	FL:34
Pistol	PG:39-40
Political science	PG:67
Psychology	PG:56
Pulser	FL:31
Radar	CM:21
Radio operator	PG:52
Rappelling	CM:21
Recoilless rifle	PG:40
revised	CM:21
Religion	PG:57
Rifle	PG:40
Robotics	FL:35
Rocket launcher	PG:41
revised	CM:22
Rough Terrain Jumping	CM:22
Safecracking	PG:45
acute touch advantage and	PG:16
Sailing	PG:62-63
Savantism	FL:35
Scuba diving	PG:53
Shadowing	PG:46

Subject	Page
Shotgun	PG:40
Sign language	PG:53
Silent Kill	CM:22
Skiing	PG:63
Missile/SLBM	DR166:91
Ship helm operations	DR166:91
Submarine helm operations	PG:37; G4:76
Torpedo	DR166:91
Sleight of hand	PG:63
Slingshot	PG:39
Small Craft Handling	CM:22
Sniper Rifle	CM:22
Sniper Rifles	CM:42
Social chameleon	PG:54
acting ability advantage and	PG:14
Sociology	PG:56
Sonar	CM:22
Spear	PG:42
Spear throwing	PG:39
Speed reading	PG:54
STABO	CM:23
Staff	PG:42
Stage magic	PG:54
STANO	CM:23
Stealth	PG:46
Stunting/CON	FL:34-35
Stunting/DEX	FL:34-35
Stunting/I	FL:34-35
NT	
Stunting/MOV	FL:34-35

Subject	Page
Stunting/REF	FL:34-35
Stunting/STR	FL:34-35
Stunting/WIL	FL:34-35
Stuttershot	FL:31
Submachine gun	PG:40
Surgeon	PG:59, 89-90
acute touch advantage and	PG:15
Surveillance	PG:46
Survival	PG:46-47
revised	CM:23
Swimming	PG:64
Sword	PG:42
Tank gun	PG:41
revised	CM:23
Taser	FL:31
Throwing	PG:54
Tracking	PG:47
Traps	A13:25, 28
Unique Weapon	FL:30
Ventriloquism	PG:54
Viruses	FL:35
Weapons Pod Device	FL:32
Weapons Suit Melee	FL:32
Weapons Suit Repair	FL:32
Whip	A13:24, 25
Wrestling	PG:42, 77-79
Wrist Rockets	FL:31
Zoology	PG:58

Advantages

Subject	Page
Acting advantage	PG:13, 14
disguise skill and	PG:48
Acute hearing advantage	PG:13, 14
Acute smell advantage	PG:13,14-16
Acute taste advantage	PG:13, 15
Acute touch advantage	PG:13,15
Acute vision advantage	PG:13, 15
Combat aptitude	DR181:91
Connection in high places	DR150:79
Criminal connection	DR150:79
Contacts everywhere	DR150:79
Driving ability	DR181:91
Internal clock	DR181:91
Piloting ability	DR181:91
Reputation	DR150:79
Supernatural help	DR150:79-80
Survivalist	DR181:91
Advantages, secret	DR150:79-80
Acute smell	DR150:79
Acute taste	DR150:79
Animal friendship	DR150:79
Bilingual background	DR150:79
Connection in high places	DR150:79
Contacts everywhere	DR150:79
Criminal connection	DR150:79
Language ability	DR150:79
Obscure Knowledge	DR150:79
Reputation	DR150:79
Supernatural help	DR150:79-80
Wealth	DR150:79
Ambidexterity advantage	PG:13,16
Animal friendship advantage	PG:13,16
Artistic ability advantage	PG:13,16
Athletic ability advantage	PG:13, 16
Attractive appearance advantage	PG:13,16
and lechery disadvantage	PG:24
Bilingual background advantage	PG:13,16
Blandness advantage	FL:7
Command advantage	CM:8, 9
Computer Aptitude advantage	FL:7
Contact advantage	CM:8-9; FL:7-8
Coolness Under Fire advantage	CM:8, 9
Doublejointed advantage	PG:13,16

Subject	Page
Dual Identity advantage	FL:7, 8
Empathy advantage	PG:13,16
Eye-hand coordination advantage	PG:13, 16
Favors advantage	CM:8, 9-10
Fearlessness advantage	PG:13,17
Friend advantage	A13:16, 17
Gadget advantage	A13:16, 17-18
Good balance advantage	PG:13, 17
Internal compass advantage	PG:13,17
Language ability advantage	PG:13,17
Light sleeper advantage	PG:13, 17
Luck advantage	A13:16, 18
Mechanical aptitude advantage	PG:13,17
mechanical skills and	PG:17
Musical ability advantage	PG:13, 17
musical skills and	PG:17
Natural Resistance: Cold advantage	FL:7, 8
Natural Resistance: Disease advantage	FL:7, 8
Natural Resistance: Electricity advantage	FL:7, 8
Natural Resistance: Poison/Drugs advantage	FL:7, 8
Natural Resistance: Radiation advantage	FL:7, 8
Night vision advantage	PG:13,17-18
Obscure knowledge advantage	PG:13, 18
Observation advantage	PG:13,18
Peripheral vision advantage	PG:13, 18
Photographic memory advantage	PG:13,18
Presence advantage	PG:13,19
Scholar advantage	A13:16, 18
Scholarly Aptitude advantage	FL:7, 8
Scientific Aptitude advantage	FL:7, 9
Scientist advantage	A13:16, 18
Sensuality advantage	PG:13,19
Sidekick advantage	A13:16, 18
Sixth sense advantage	PG:13,19
Stamina advantage	PG:13, 19
and endurance	PG:66
Subculture & Jargon advantage	FL:7, 9
Super Advantage advantage	A13:16, 19
Superhuman Attribute advantage	A13:16, 19
Toughness advantage	PG:13,19-20
Wealth advantage	PG:13, 20

Disadvantages

Subject	Page
Addiction disadvantage	PG:14, 20-21
Allergies disadvantage	PG:14, 21
Clumsiness disadvantage	PG:14, 21
Color-blind disadvantage	PG:14, 21
Cowardice disadvantage	PG:14, 22
Deep sleeper disadvantage	PG:14, 22
Dependent disadvantage	PG:14, 22-23
Dyslexia	DR150:80
Notoriety	DR150:80
Manias	DR181:91
Mute	DR181:91
Physical handicap	DR181:91
Poverty	DR181:91
Secret	DR181:91
Unearned fame	DR150:80
Unthinking loyalty	DR181:91
Disadvantages, secret	DR150:79-80
Allergies	DR150:80
Cowardice	DR150:80
Dyslexia	DR150:80
Ego signature	DR150:80
Enemy	DR150:80
Notoriety	DR150:80
Phobia	DR150:80
Traumatic flashbacks	DR150:80
Unearned fame	DR150:80
Vision impairment	DR150:80
Ego signature disadvantage	PG:14, 23

Subject	Page
Enemy disadvantage	PG:14, 23
Gambling disadvantage	PG:14, 23-24
Glass Jaw disadvantage	A13:19
Greed disadvantage	PG:14, 24
Hearing impairment disadvantage	PG:14, 24
Illiteracy disadvantage	PG:14, 24
Lechery disadvantage	PG:14, 24
Lost Dependents disadvantage	FL:7, 9
Mood Swings disadvantage	FL:7, 9-10
Moral qualms disadvantage	PG:14, 24-26
Night blindness disadvantage	PG:14, 26
Overweight disadvantage	PG:14; FL:7, 10
Phobias disadvantage	PG:14, 25
Physical Vulnerability disadvantage	FL:7, 10
Secret Identity disadvantage	A13:19, 20
Short-winded disadvantage	PG:14, 25
Susceptibility to Disease disadvantage	FL:7, 10
Traumatic flashback disadvantage	PG:14, 25-26
Unattractive appearance disadvantage	PG:14, 26
and lechery disadvantage	PG:24
Uncouth disadvantage	PG:14, 26
Unlucky disadvantage	A13:19, 20
Unmistakeable feature disadvantage	PG:14, 26
Vindictiveness disadvantage	FL:7, 10
Vision impairment disadvantage	PG:14, 26
Weird Vulnerability disadvantage	A13:19, 20

Geography

Subject	Page
Afghanistan	CM:89-90
Kabul	
Web activity	TW:41
Web activity	TW:36, 40, 41
Africa	OR:77-86
Cairo	TW:54-62
Gilgamesh Region	TW:37-40
Languages	OR:80
Leo Bureau	OR:77-80
Nairobi	OR:81-86
Albania	CM:72
The Strand	TW:35, 37
Web activity	TW:35, 37, 38
Algeria	
Front de Liberation Nationale	G4:86
Andorra	CM:72
Angola	CM:86
Web activity	TW:37, 39
Antigua	CM:66
Argentina	CM:69
Armed Liberation Forces	G4:86
Argentine Nationalist Organization Movement	G4:86
Buenos Aires	TW:80-87
Ejercito Revolucionario del Pueblo	G4:86
Montoneros	G4:86
People's Revolutionary Army	G4:86
Peronist Armed Forces	G4:86
Web activity	TW:34-35
Asia	OR:98-108
Libra Bureau	OR:98-102
Ratri Region	TW:40-42
Singapore	OR:103-108
Australia	CM:94
Brisbane	
Web activity	TW:40
Melbourne	
Web activity	TW:40
Perth	TW:40
Web activity	TW:40
SAS Regiment	CM:12, 13
South Australia Police Special Tasks and Rescue Force	G4:81
Sydney	OR:123-124

Subject	Page
Australia (cont.)	
Web activity	TW:40, 41
Victoria Police Special Operations Group	G4:81
Web activity	TW:40, 41
Austria	CM:72
Vienna	CO2: 92-95
Web activity	TW:35
Bahamas	CM:66
Web activity	TW:31-33
Bangladesh	CM:90
Barbados	CM:66
Barbuda	CM:66
Belgium	CM:72
Belgian Escardon Special D'Intervention (ESI)	CM:13
Fighting Communist Cells	G4:86
Belize	CM:66
Benin	CM:84
Bermuda	
Web activity	TW:31-33
Bolivia	CM:69
Movement of the Revolutionary Left	G4:86
National Liberation Army	G4:86
Web activity	TW:34
Botswana	CM:86-87
Brazil	CM:69-70
National Liberation Action	G4:86
Popular Revolution Vanguard	G4:86
Revolutionary Movement of October 8	G4:86
Rio de Janeiro	OR:24, 27-35
Web activity	TW:34
British Virgin Islands	CM:66
Brunei	CM:91
Bulgaria	CM:77
intelligence organizations	CO2: 37-38
Burma	CM:91
Rangoon	
Web activity	TW:40
Web activity	TW:40, 41
Cambodia	
Web activity	TW:41
Cameroon	CM:84

Subject	Page
Canada	CM:94
Front de Liberation Quebecois	G4:86
Special Service Force	CM:12
Web activity	TW:31-33
Cape Verde	CM:84
Cayman Islands	CM:66
Central America	OR:14-23
Aquarius Bureau	OR:14-17
The MGC Doctrine	OR:15
El Dorado Region	TW:33-35
Mexico City	OR:18-23
Chad	CM:66
Chile	CM:70
Manuel Rodriguez Patriotic Front	G4:86
Mirista radicals	G4:86
Movement of the Revolutionary Left	G4:86
Web activity	TW:34
China	
Central Control Information (CCI)	OR:112
Hong Kong	TW:72-79
Police Tactical Unit	G4:81
Web activity	TW:42, 43, 44
scientific ideas	G4:32
Web activity	TW:40, 42, 44
Colombia	CM:70
M-19	G4:87
National Liberation Army	G4:87
Revolutionary Armed Forces of Colombia	G4:87
Web activity	TW:34
Congo	BW:27
Corsica	
Front for the National Liberation of Corsica	G4:87
Costa Rica	CM:66
Cuba	CM:66
C-4 Cuban Movement	G4:87
Web activity	TW:31-33
Cyprus	CM:80
Web activity	TW:38
Czechoslovakia	CM:79
intelligence organizations	CO2: 31-33
Denmark	CM:72
Navy Fromandskorpset	CM:13
Web activity	TW:35
Djiboute	CM:84
Dominican Republic	CM:66
East Germany	CM:79

Subject	Page
East Germany (cont.)	
40. Fallschirmjager Battalion	CM:12
Felix Dzerzhinsky Watch Regiment	CM:11, 12
intelligence organizations	CO2: 27-29
Web activity	TW:35
Eastern Europe	OR:47-56
Cancer Bureau	OR:47-48
Moscow	OR:49-56
Prometheus Region	TW:35-37
Ecuador	CM:70
Egypt	CM:80-81
Cairo	TW:54-62
Al Takfir Wal Higma	G4:87
Unit 777	G4:81
Web activity	TW:38, 39
El Salvador	CM:66-67
Military Death Squads	G4:87
Ethiopia	CM:84-86
Eritrean Liberation Front	G4:87
Web activity	TW:38
Falkland Islands	CM:70
Far East	OR:109-118
Hong Kong	TW:72-79
Raiko Region	TW:42-45
Sagittarius Bureau	OR:109-110
Tokyo	OR:111-118
Finland	CM:72
France	CM:72-73
Compagnies Republicaines de Securite	G4:81
Deuxieme Bureau	OR:40
Direction de la Securite du Territoire (DST)	OR:40
Direction Generale de la Securite Exterieur	OR:40
Foreign Legion 2nd Regiment	CM:11, 12
Foreign Legion Commandos de Reseignement et d'Action dans la Profondeur (CRAP)	CM:12, 13
Front de Liberation de la Bretagne	G4:87
Gendarmerie National	G4:81; OR:40
Intervention Group	
Groupe d'Intervention de la Gendarmerie Nationale	CM:13
intelligence organizations	CO2: 12-17
Paris	OR:39-46
Police Nationale	OR:40
Republicaine de Securite (CRS)	OR:40
Web activity	TW:35

Subject	Page
French Guyana	CM:70
Germany (see also: East Germany, West Germany)	A13:76
Greece	CM:74
Web activity	TW:35, 36, 38
Grenada	CM:68
Guadeloupe	CM:68
Guatemala	CM:68
Anti-communist Council of Guatemala	G4:88
FAR	G4:88
Mano Blanco	G4:87
New Anti-communist Organization	G4:87
Guyana	CM:70
Haiti	CM:68
Honduras	CM:68
Cobra	G4:81
Hungary	
intelligence organizations	CO2: 33-34
Iceland	CM:74
India	CM:90
9th Para-commandos	PG:37; G4:76
Al Dawa	G4:88
Ahmadabad	
Web activity	TW:40
Bombay	
Web activity	TW:40
Calcutta	
Web activity	TW:40
Jamshedpur	
Web activity	TW:40
New Delhi	
Web activity	TW:41
Web activity	TW:40, 41
Indonesia	CM:91-92
Jakarta	TW:63-71
Web activity	TW:40, 41
Web activity	TW:40, 41
Iran	CM:81
Web activity	TW:38
Iraq	CM:81
Web activity	TW:38
Ireland	CM:74
Irish National Liberation Army	G4:88
Irish Republican Army	G4:88
Provisional Irish Republican Army	G4:88
Ulster Defense Association	G4:88
Web activity	TW:35, 36
Israel	CM:81

Subject	Page
Israel (cont.)	
Arab Liberation Front	G4:88
Detachment 101	G4:82
Force 13 Naval Commandos	CM:13
intelligence organizations	CO2: 22-27
Israeli Defense Force Paras	CM:11, 12
General Intelligence and Reconnaissance Unit 269	G4:81
Saiyeret Matkal	G4:81
Terror Against Terror	G4:88
Unit 269	CM:13
Italy	CM:74-75
Avanguardia Nazionale	G4:89
Azione Revolucionaria	G4:89
Brigate Rosse	G4:88
Mussolini Action Squads	G4:89
Nuclei Armati Revolucionari	G4:89
Nucleo Operativo Centrale do Sicurezza (NOCS)	CM:13
Ordino Nuovo	G4:89
Prima Linea	G4:89
Revolutionary Action Movement	G4:89
San Marco Marines	CM:11
Sicily	
Web activity	TW:37
Squadra Anti-Commando	G4:82
Terza Posizione	G4:89
Web activity	TW:35
Jamaica	CM:68
Japan	A13:77; CM:93
Currency	OR:111
Nagoya	
Web activity	TW:44
Osaka	
Web activity	TW:44
Sekigun	G4:89
Tokyo	OR:111-112
Web activity	TW:43, 44
Web activity	TW:42, 43, 44
Jordan	CM:81
Jordanian Special Forces	CM:11, 12
Kampuchea	CM:92
Kenya	
Currency	OR:81
Nairobi	OR:81-82
Web activity	TW:37
Kuwait	CM:81
Sheik's Guard	CM:11, 12
Laos	
Web activity	TW:41

Subject	Page
Latin America	AG:49
Lebanon	CM:81-82
Web activity	TW:38
Beirut	BW:82-96
Government	BW:83-84
Organizations	
Amal	G4:89
Druze	BW:85
Hezbollah (Hizbullah)	G4:89; BW:86
Islamic Amal	G4:89
Islamic Jihad	G4:89
Maronite Christians	BW:85
Palastine Liberation Organization (PLO)	BW:85
Palastinians	BW:86
Shiites	BW:85
Sunni	BW:85-86
Liberia	
Web activity	TW:39
Libya	CM:82
Arab Nationalist Youth Organization	G4:89
Web activity	TW:38
Madagascar	CM:87
Presidential Security Regiment	CM:11
Malawi	CM:87
Malaysia	
Royal Malaysia Police Field Force	G4:82
Web activity	TW:41
Martinique	CM:68
Mauritania	CM:84
Mexico	CM:69
Currency	OR:19
Mexico City	OR:18-23
People's Revolutionary Armed Forces	G4:90
Web activity	TW:31-33
Middle East	AG:49
Gilgamesh Region	TW:37-40
Istanbul	OR:91-97
Scorpio Bureau	OR:87-90
Monaco	MC:4
Monte Carlo	MC:1-32
Calendar of Events	MC:7-9
Casino de Monte Carlo	MC:11-13
The American Room	MC:11-12
The European Rooms	MC:12-13
Chases	
Chase flow chart	VB:27
Land	MC:24-30

Subject	Page
Monaco (cont.)	
Water	MC:30-32
Gold Card	MC:15
Grand Prix	MC:25
Hotel de Paris	MC:13-14
The Restaurants	MC:14
The Winston Churchill Suite	MC:13-14
Hotel Hermitage	MC:14
Hotel Mirabeau	MC:14
Le Palais du Prince (The Prince's Palace)	MC:4-5
Galerie d'Hercule	MC:4
The Place du Palais	MC:4-5
The Throne Room	MC:4
The Tour Sainte-Marie	MC:4
Loews Monte Carlo	MC:14
Maps	
Casino de Monte Carlo	HSG:insert
French Riviera	HSG:insert
Grand Prix Route	VB:28
Hotel de Paris	HSG:insert
The Hunter (Web headquarters)	VB:30-31
McLaren's villa (Orion headquarters)	VB:32
Monaco	HSG:insert
Monte Carlo Convention Center	VB:29
Monte Carlo Beach Hotel	MC:14
Museums	MC:7
Musee Oceanographique	MC:7
The Museum of Napoleonic Souvenirs	MC:7
Prehistoric Anthropology Museum	MC:7
The Wax Museum of the Princes of Monaco	MC:7
NPCs	
Cheval, Genvieve	AB:6-7
Croydon	AB:14-15
Curtis, Allen	AB:7-8
Delacroix, Marcel	AB:27
Duguid, Mike	AB:5-6
El-Hakab, Krista	AB:17-18
El-Hakab, Col. Masel	AB:15-17
Golberian, Gregori	AB:19
Grant, David	AB:26
Manzeppi, Count Emilio	AB:28
Melendy, Janet	AB:6
Orbach, Ron	AB:4-5

Subject	Page
Monaco (cont.)	
Talbeau, Marc	AB:19
Orion headquarters	MC:17-19
Public Gardens	MC:5-6
The Fontville Park	MC:6
Grottes de l'Observatoire (Observatory Grotto)	MC:6
Jardin Exotique	MC:5-6
The Princess Grace	MC:6
Rose Garden	
The Zoological Gardens	MC:6
Web headquarters	MC:20-23
Mongolia	
Web activity	TW:44-45
Morocco	CM:82
Casablanca	OR:71-72
Currency	OR:71
Web activity	TW:38
Mozambique	CM:87-88
Revolutionary Committee of Mozambique	G4:90
Web activity	TW:38, 39
Namibia	CM:88
Web activity	TW:38
Nepal	CM:90
Netherland Antilles	CM:69
Netherlands	CM:75
Amsterdam	TW:46-53
Republik Maluku Selatan	G4:90
Royal Netherlands Marine Corps	G4:82
Special Assistance Unit -- Marines (BBE)	CM:14
New Caledonia	CM:94
New Zealand	CM:94
Armed Officer Squads	G4:82
SAS Squadron	CM:12, 13
Nicaragua	CM:69
Sandinista National Liberation Front	G4:90
North Africa	OR:67-76
Cairo	TW:54-62
Casablanca	OR:71-76
The Bibliotheque	OR:67-70
Gilgamesh Region	TW:37-40
Virgo Bureau	OR:67-70
North America	OR:4-13
Capricorn Bureau	OR:4-7
Nassau County Mall	OR:7
Sicouri's Pizza Restaurant	OR:7
Chicago	TW:88-96
Hiawatha Region	TW:31-33

Subject	Page
North America (cont.)	
New York City	OR:8-13
North Korea	CM:93; BW:70
Web activity	TW:42
Northern Areas	OR:57-66
Stockholm	OR:59-66
Taurus Bureau	OR:57-58
Norway	CM:75
National Police Readiness Troop	CM:14
Oceania and Antarctica	OR:119-128
Jakarta	TW:63-71
Pisces Bureau	OR:119-122
Ratri Region	TW:40-42
Sydney	OR:123-128
Web activity	TW:42, 44
Oman	CM:82
Sultan's Special Forces	CM:11, 12
Pakistan	CM:90
Al Zulfiqa	G4:90
Web activity	TW:40, 41
Palestine	
As-Sa'iqa	G4:90
Black June	G4:91
Democratic Front for the Liberation of Palastine	G4:91
Executive Committee for the Liberation of Palastine	G4:91
Jihaz al-Amaliyat al-Khassa	G4:90
National Arab Youth for the Liberation of Palastine	G4:91
Palastine Liberation Army	G4:91
Palastine Liberation Organization (PLO)	G4:91
Popular Democratic Front for the Liberation of Palastine	G4:91
Popular Front for the Liberation of Palastine	G4:90
Panama	CM:69
Web activity	TW:34, 38
Papua New Guinea	CM:92
Paraguay	CM:70
National Liberation Front	G4:91
Shining Hand	G4:91
Peru	CM:70-72
Shining Path	G4:91
Web activity	TW:34
The Philippines	CM:92-93
Manila	
Web activity	TW:43
Moro National Liberation Front	G4:91

Subject	Page
The Philippines (cont.)	
Web activity	TW:42, 43, 44
Poland	
6th Pomeranian Air Assault Division	CM:11
intelligence organizations	CO2: 29-30
Portugal	CM:75
Popular Forces of 25 April	G4:92
Principe	CM:84
Puerto Rico	CM:69
Romania	
intelligence organizations	CO2: 34-36
Saint Lucia	CM:69
Saint Vincent	CM:69
Sao Tome	CM:84
Saudi Arabia	CM:82-83
Web activity	TW:39
Seychelles Islands	CM:88
Singapore	OR:103-104
Web activity	TW:40, 41
Somalia	CM:86
South Africa	CM:88
African National Congress	G4:92
Anti-apartheid Militants, Urban Guerrillas, Assassination Gangs	G4:92
Reconnaissance Commandos	CM:12, 13
scientific ideas	G4:32
Web activity	TW:37, 38, 39
South America	OR:24-35
Aries Bureau	OR:24-26
Buenos Aires	TW:80-87
El Dorado Region	TW:33-35
Rio de Janeiro	OR:24, 27-35
South Georgia	CM:70
South Korea	
Currency	BW:67
Demilitarized Zone	BW:69
Korean Central Intelligence Agency (KCIA)	TW:44
Law and Order	BW:67-68
ROK Special Forces	CM:12, 13
Seoul	BW:66-73
Web activity	TW:43, 44
Web activity	TW:42, 43, 44
South Yemen	CM:83
Front for the Liberation of South Yemen	G4:92
Soviet Union	CO2: 88-90, A13:76-77; CM:79
GRU	CO2: 17-22

Subject	Page
Soviet Union (cont.)	
KGB	CO1: 22-29
KGB Border Guards	CM:11, 12
Leningrad	
Web activity	TW:36
Morskaya Pyekhota (Naval Infantry)	CM:11
Moscow	OR:49-50
Novosibirsk	
Web activity	TW:43
Petropavlovsk	
Web activity	TW:43
Tashkent	
Web activity	TW:43
Vladivostok	
Web activity	TW:43
scientific ideas	G4:30-32
Spetznaz	CM:12, 13
spy dust	G4:11, 12
Vozdushno-Desantnaya Voyska (Air Assault Force)	CM:11, 12
Web activity	TW:37, 43-44
Spain	CM:75
Adolf Hitler Commando	G4:92
Apostolic Anti-Communist Alliance	G4:92
Euzkadi Ta Askatsuna	G4:92; CM:72
First of May Group	G4:92
GEO	G4:82
Grupo de Resistance	G4:92
Antifascista Primo de Octubre	
Guerrilleros Del Cristo Rey	G4:92
International Spanish Communist Party	G4:92
Policia Nacional Grupo Especial para Los Pperaciones	CM:14
Web activity	TW:35, 36
Sri Lanka (Ceylon)	CM:90-91
Colombo	
Web activity	TW:41
Sudan	CM:86
Suriname	CM:72
Sweden	CM:75-76
Stockholm	OR:59-60
Web activity	TW:36
Switzerland	CM:76
17th Grenadier Para Company	CM:12
Nexus	TW:21-24; 36
Syria	CM:83
Abu Nidal Group	G4:92
Web activity	TW:39

Subject	Page
Taiwan	CM:93
Long-Range Amphibious Reconnaissance Commandos	CM:12
Taipei	
Web activity	TW:44
Web activity	TW:42, 43, 44
Tanzania	
People's Revolutionary Party	G4:92
Thailand	CM:93
Bangkok	
Web activity	TW:40, 41
Border Patrol Police Bureau	G4:82
Royal Thai Special Forces	CM:13
Web activity	TW:40, 41
Tobago	CM:69
Trinidad	CM:69
Turkey	CM:83; OR:91, 93
Armenian Secret Liberation Army	G4:93
Istanbul	OR:91-93
Milli Istihbarat Teskilati (MIT)	OR:93
Turkish People's Liberation Army	G4:92
Web activity	TW:38, 39
Uganda	CM:86
Web activity	TW:38, 39
United Kingdom	CM:76-77
22nd Special Air Services (SAS) Regiment	G4:81
Angry Brigade	G4:87
British Parachute Battalion	CM:11
British SAS	CM:12, 13
Column 88	G4:87
Dark Harvest Commandos	G4:87
Eleventh Hour Brigade	G4:87
intelligence organizations	CO2: 5-11
Metropolitan Police Special Patrol Groups	G4:81
Royal Marine Special Boat Squadron	CM:12, 13
Royal Marines Comaccio Group	CM:13
SAS Counter-Revolutionary Warfare Wing	CM:13
scientific ideas	G4:32
Web activity	TW:35
United States	CO2: 90-92; A13:74-76; CM:94
1st Special Forces Operational Detachment (Delta)	CM:12, 14

Subject	Page
United States (cont.)	
Aryan Nations	G4:93
Black Liberation Army	G4:93
Black Panthers	G4:93
Blue Light / Delta Force	G4:83
Central Intelligence Agency (CIA)	CO1:11-20
Chicago	TW:88-96
Croatian Nationalists	G4:93
FBI Hostage Rescue Team	G4:83
FBI Special Support Group	G4:83
FBI Special Weapons and Tactics (SWAT) Teams	G4:83
First Special Operations Wing	G4:83
Fuerzas Armadas de la Liberacion Nacional	G4:93
Hanafi Muslims	G4:93
Jewish Defense League	G4:93
Ku Klux Klan (KKK)	G4:93
May 19 Coalition	G4:93
Military intelligence	DR166:91-92
National Liberation	G4:93
New World Liberation Front	G4:93
New York City	OR:8-13
Office of Navy Intelligence (ONI)	DR166:88-93
Adventure ideas	DR166:92
Navy character creation	DR166:88-91
Skills	DR166:91
Skill points	DR166:91
Rank acquisition	DR166:93
Omega 7	G4:93
Puerto Rico	
Web activity	OR:6; TW:31-33
scientific ideas	G4:29-30
San Francisco	
Chases	FW:35-39
SEAL Team 6	G4:83
Symbionese Liberation Army	G4:93
Task Force 160	G4:83
The Order	G4:93
tracking powder	G4:11, 12
US Army Airborne	CM:11
US Army Green Berets	CM:12
US Army Ranger Battalions	G4:82; CM:11, 12
US Army Special Forces	G4:82
US Marine Corps	CM:11
US Marine Force Reconnaissance Company	G4:82; CM:12
US Navy	
Aircraft	DR166:92

Subject	Page
United States (cont.)	
US Navy Sea, Air, and Land (SEAL) Platoons	G4:83; CM:12, 13; DR166:91
US Navy Underwater Demolition Team (UDT)	CM:12, 13; DR166:91
USMC Battalion Landing Team	G4:82
USMC Marine Amphibious Unit	G4:82
Weather Underground	G4:93
Web activity	TW:31-33, 43
Uruguay	CM:72
Tupamaros	G4:94
Web activity	TW:34
Venezuela	CM:72
Movement of the Revolutionary Left	G4:94
Vietnam	CM:93
Ho Chi Minh City	
Web activity	TW:41
Web activity	TW:40, 41, 43
Warsaw Pact	
Spetznaz / Warsaw Pact Special Forces	G4:83
West Germany	CM:77
Auschwitz	
Web activity	TW:48
Baader-Meinhof Gang	G4:94
Berlin	CO2: 83-88
Grenzschutzgruppe Neun	G4: 84; CM:14

Subject	Page
West Germany (cont.)	
intelligence organizations	CO2: 38-42
People's Socialist Movement of Germany	G4:94
Web activity	TW:35, 36, 37
Wehrsportgruppe Hoffman	G4:94
Western Europe	OR:36-46
Amsterdam	TW:46-53
Gemini Bureau	OR:36-38
Excalibur Enterprises Ltd (London)	OR:37-38
Gemini Souvenir Stand (Greece)	OR:38
Rock of Gibraltar	OR:38
St Bernard's House (Switzerland)	OR:38
Paris	OR:39-46
Prometheus Region	TW:35-37
Yemen	
Web activity	TW:38
Yugoslavia	
Hrvatsko Revolucionarno Bratstvo	G4:94
Zaire	CM:84; BW:30
Web activity	TW:38
Zambia	CM:88
Zimbabwe	
ZAPU	G4:94
Zimbabwe African National Union	G4:94

Agent 13 Campaign

Subject	Page
The 1930s	
Adventure design	A13:4-6
Adventure elements	A13:6-7
adventuring in	A13:42
armed forces campaign	A13:53-54
Character generation	A13:15-16
daily life	A13:81-84
arts and entertainment	A13:82-83
the law	A13:83
sport	A13:83
daredevils campaign	A13:55-57
espionage campaign	A13:57-58
gangbusters campaign	A13:43-45
Heroic archetypes	A13:7-10
horror campaign	A13:60-62
jungle adventures campaign	A13:47-49
Levels of realism	A13:6
lost civilizations campaign	A13:50-52
mystery men campaign	A13:45-47
NPC Archetypes	A13:12-14
science fiction campaign	A13:58-60
Settings	A13:14
timeline	A13:77-81
1930	A13:77-78
1931	A13:78
1932	A13:78
1933	A13:78-79
1934	A13:79
1935	A13:79-80
1936	A13:80
1937	A13:80
1938	A13:81
1939	A13:81
Villain archetypes	A13:10-12
westerns campaign	A13:52-53
whodunits	A13:62
the world	A13:74-84
history	A13:74
the United States	A13:74-76
Germany	A13:76
the Soviet Union	A13:76-77
Japan	A13:77
Agent 13 campaign	A13:63-73
The Brotherhood	A13:63-68
goals	A13:64

Subject	Page
Agent 13 campaign (cont.)	
organization	A13:64-65
Itsu, the Hand Sinister	A13:65
Brotherhood agents	A13:65-66
Bludda Dak	AD
Mondra Lava	AD
rook	A13:66
The Serpentine Assassins	A13:66-68
jinda-dii	A13:66-67
jinda-hai	A13:67
jinda-nuul	A13:67
jinda-gaan	A13:68
jinda-gol	A13:68
The Nephilim	A13:68
Agent 13	A13:68-70
Agent 13's Accomplices	A13:70-72
Karlton Gould	AD
Maggie Darr	A13:70-71
Ray Furnow	A13:71
Benny the Eye	A13:71
China White	A13:72
Gadgets	A13:72-73
Agent 13's Equipment	A13:72-73
bullet proof vest	A13:72
special bullets	A13:72
heel dagger	A13:72
alarm cuff links	A13:73
flase-flash	A13:73
Doctor Fisher's lightning gun	A13:73
the helmet of truth	A13:73
Brotherhood airship	A13:73
Powers	A13:29-33
Darkness	A13:29
Dispersal	A13:29, 30
Electro-Blast	A13:29, 30
Fear	A13:29, 30
Flash	A13:29, 30
Flight	A13:29, 30
Immortality	A13:29, 30
Invisibility	A13:29, 31
Invulnerability	A13:29, 31
Jumping	A13:29, 31
Magic Blast	A13:29, 31
Meditation	A13:29, 31
Mind Control	A13:29, 31-32

Subject	Page
Powers (cont.)	
Mind Reading	A13:29, 32
Speak With Animals	A13:29, 32
Super Attributes	A13:29, 32

Subject	Page
Powers (cont.)	
Super Skills	A13:29, 32
Teleportation	A13:29, 32
Water Breathing	A13:29, 32
other	A13:33

Orion / Web Campaign

Subject	Page
Africa	OR:77-86
Gilgamesh Region	TW:37-40
Leo Bureau	OR:77-80
Asia	OR:98-108
Libra Bureau	OR:98-102
Ratri Region	TW:40-42
Central America	OR:14-23
Aquarius Bureau	OR:14-17
El Dorado Region	TW:33-35
Eastern Europe	OR:47-56
Cancer Bureau	OR:47-48
Prometheus Region	TW:35-37
Far East	OR:109-118
Raiko Region	TW:42-45
Sagittarius Bureau	OR:109-110
Middle East	AG:49
Gilgamesh Region	TW:37-40
Scorpio Bureau	OR:87-90
Monaco	MC:4
Monte Carlo	MC:1-32
Calendar of Events	MC:7-9
Casino de Monte Carlo	MC:11-13
The American Room	MC:11-12
The European Rooms	MC:12-13
Chases	
Chase flow chart	VB:27
Land	MC:24-30
Water	MC:30-32
Gold Card	MC:15
Grand Prix	MC:25
Hotel de Paris	MC:13-14
The Restaurants	MC:14
The Winston Churchill Suite	MC:13-14
Hotel Hermitage	MC:14
Hotel Mirabeau	MC:14
Le Palais du Prince (The Prince's Palace)	MC:4-5
Galerie d'Hercule	MC:4
The Place du Palais	MC:4-5
The Throne Room	MC:4
The Tour Sainte-Marie	MC:4
Loews Monte Carlo	MC:14
Maps	
Casino de Monte Carlo	HSG:insert

Subject	Page
Monaco (cont.)	
French Riviera	HSG:insert
Grand Prix Route	VB:28
Hotel de Paris	HSG:insert
The Hunter (Web headquarters)	VB:30-31
McLaren's villa (Orion headquarters)	VB:32
Monaco	HSG:insert
Monte Carlo Convention Center	VB:29
Monte Carlo Beach Hotel	MC:14
Museums	MC:7
Musee Oceanographique	MC:7
The Museum of Napoleonic Souvenirs	MC:7
Prehistoric Anthropology Museum	MC:7
The Wax Museum of the Princes of Monaco	MC:7
NPCs	
Cheval, Genvieve	AB:6-7
Croydon	AB:14-15
Curtis, Allen	AB:7-8
Delacroix, Marcel	AB:27
Duguid, Mike	AB:5-6
El-Hakab, Krista	AB:17-18
El-Hakab, Col. Masel	AB:15-17
Golberiyen, Gregori	AB:19
Grant, David	AB:26
Manzeppi, Count Emilio	AB:28
Melendy, Janet	AB:6
Orbach, Ron	AB:4-5
Talbeau, Marc	AB:19
Orion headquarters	MC:17-19
Public Gardens	MC:5-6
The Fontville Park	MC:6
Grottes de l'Observatoire (Observatory Grotto)	MC:6
Jardin Exotique	MC:5-6
The Princess Grace Rose Garden	MC:6
The Zoological Gardens	MC:6
Web headquarters	MC:20-23
North Africa	OR:67-76
Gilgamesh Region	TW:37-40

Subject	Page
North Africa (cont.)	
Virgo Bureau	OR:67-70
North America	OR:4-13
Capricorn Bureau	OR:4-7
Hiawatha Region	TW:31-33
Northern Areas	OR:57-66
Taurus Bureau	OR:57-58
NPCs	
Alley, Barry	OS:28
Bounous, Heidi	OS:25
Brezholnyi, Susha	DD:60
Capucina, Bambi	OS:13
Curtis, Dr. Myra	FW:16-17
Dadah, Amanda	OS:17
Dallin, Liz	OS:24
Decker, Christopher	FW:13-14
Ganavolich, Lt. Peotre	DD:13
Gomulka, Josef	DD:5
Grappler, Zach	OS:17
Hawkins, Peter	DD:60
Henstrom, Dr. Lloyd	OS:37-38
Holz, Bruno	OS:27
Kalinkov, Victor	DD:61
Karamov, Lt. Yuri	DD:62
Konstanov, Andre	DD:62-63
Krasnowcky, Johan	DD:63
Kruptowski, Arsow	DD:14
Lewis, Lord Freddy	OS:17-18
Moscatello, "Marvelous" Marc	OS:13-14
Pilsudski, Kurt	DD:12
Posni, Capt. Anastasia	DD:15-16
Saginaw, Buford	OS:15
Sakalin, Anatoli	DD:63
Samson, Guy	OS:13
Samuels, Zebediah	OS:18
Sheffield, Dr. Thomas	FW:16
Topov, Sergei	DD:63-64
Vlashem, Col. Yuri	OS:38
Oceania and Antarctica	OR:119-128
Pisces Bureau	OR:119-122
Ratri Region	TW:40-42
Orion Foundation	AG:2, 50-54; OR:1-128
Agents	
Achibe, Chinua	S&S:13
Andrews, Kimberly	TW:81
Beumer, Martin ("Red")	S&S:13
Coleman, Andrew	TW:50
Danvers, Mike	FW:17-18
Estella, Daniel	S&S:13

Subject	Page
Orion Foundation (cont.)	
Fredericks, Perry	WD:44; SS:16-17
Freidrick, Eric	OS:20
Hollingsworth, Jim	OS:20
Hunter, Diana	S&S:13
Ivanova, Tatyana	DD:60-61
Jacobson, Alexander	S&S:13
Lowry, Ed	S&S:13
Matheson, Dr. Edward	OS:20
McCart, Dr. Newman	TW:50
McLaren, Algernon ("Dusty")	MC:17-8
Rowanowitz, Stainslaw	DD:5-6
Sukayama, Col. Yushio	OS:20
Zinoviev, Capt. Yuri	TW:52
Aquarius Bureau	OR:14-23
Ganymede Bureau	OR:17
Headquarters	OR:17
The MGC Doctrine	OR:15
Organization	OR:16
Personnel	
Concepcion, Manuel	OR:16
Garcia	
Martin, Juan Luis	OR:16, 17
Problems	OR:14
Aries Bureau	OR:24-35
Personnel	
de Lamonica, Darla	OR:25-26
de Lamonica, Maria	OR:26
Igreja, Elena	OR:25
Jorge, Gilberto	OR:24
Lupez, Valentian	OR:25
Verez, Sondra	OR:24
Cancer Bureau	OR:47-56
Headquarters	OR:48
Personnel	
Feodorova, Ivan	OR:48
Feodorova, Nastasia	OR:48
Lukin, Yuri	OR:48
Capricorn Bureau	OR:4-13
Branch offices	OR:7
Nassau County Mall	OR:7
Sicouri's Pizza	OR:7
Restaurant	
Headquarters	OR:4-5
Operations	OR:5
Personnel	OR:6-7
Cord, Sebastian	OR:6; FB
Freidrick, Eric	OR:7
Hollingsworth, Jim	OR:7
Matheson, Dr. Edward	OR:6

Subject	Page
Orion Foundation (cont.)	
Peschkowitz, Mrs.	OR:6-7
Sicouri, Roxos	OR:7
Steinberg, Vernon	OR:7, 12
Sukayama, Col. Yushio	OR:7
Wing, Darwin	OR:7
code of conduct	AG:52-53
compensation	AG:54
equipment	AG:53
Ganymede Bureau	
Aquarius branch	OR:17
Gemini Bureau	OR:36-46
Other offices	OR:37-38
Excalibur Enterprises Ltd (London)	PG:37; G4:76
Gemini Souvenir Stand (Greece)	OR:38
Rock of Gibraltar	OR:38
St Bernard's House (Switzerland)	OR:38
Personnel	
Desjardins, Caroline	OR:37
Gianelli, Vittorio ("Stiletto")	OR:37
Hallern, William	OR:54
von Spee, Maj. Heinrich	OR:37
Problems	OR:36-37
identity card case	AG:53-54
Leo Bureau	OR:77-86
Activities	OR:79-80
Golden Lions	OR:77
Headquarters	OR:77-78
Personnel	
Candala, Hester	OR:79
Daigra, Jalo ("Jay")	OR:79
M'Gann, Charles	OR:78
Secondary Headquarters	OR:78
Libra Bureau	OR:98-108
Personnel	
Lee, Eung-sik	OR:99-100
Minh, Hu So	OR:99
Ping, Wing Den	OR:100-101
Tamuri, Mariko	OR:98-99
Map	TW:16-17
mission	AG:51
Monte Carlo headquarters	MC:17-19
Offices	
Pearl Harbor, HI	OS:39-40
Snowbird, UT	OS:31-32
St. Martin's Hospital	FW:18-23
operational classifications	AG:52

Subject	Page
Orion Foundation (cont.)	
operations	AG:52-54
Orioncomm SWI	AG:53
organization	AG:51-52
Pisces Bureau	OR:119-128
Personnel	
Fisher, Rodney J.	OR:120-121
MacPherson, Pete ("Sharkey")	OR:121, 122
Pilkington-Smythe, Sir Leslie	OR:119-120
recognition sign	AG:52
Sagittarius Bureau	OR:109-118
Activities	OR:110
Background	OR:109
Personnel	
Jung, Lee	OR:117
Matsori, Kawamoti	OR:109
Yang, Wa-Pan-	OR:115-117
Scorpio Bureau	OR:87-97
Personnel	
Hoca, Nasreddin	OR:89
Stoner, Subotai	OR:89-90
Problems	OR:89-90
security classifications	AG:52
Special equipment	
Lambourghini Countach (modified)	OS:29
Neptune (boat) (modified)	OS:38
Orion Assault Motorcycle	OS:7-8
Porsche 911SC (modified)	OS:29
Taurus Bureau	OR:57-66
Activities	OR:58
Difficulties	OR:58
Headquarters	OR:57-58
Personnel	
Aronson, Erik	OR:58
Mietzner, Dr. Carl	OR:58
Milles, Ingrid	OR:58
Titan Teams	CM:4
Golden Lions	OR:77
Virgo Bureau	OR:67-76
The Bibliotheque	OR:67-69
Difficulties	OR:70
Personnel	
Ahmet	OR:69
Akbar, Hussein	OR:72
al-Afad, Abdul	OR:69
al-Khabir, Alois Hassad	OR:69
al-Muffad, Hosni	OR:68

Subject	Page
Orion Foundation (cont.)	
Ammuad, Yussuf	OR:69
Esposito, Dr. Francisco	OR:68
Hakeem, Almazel	OR:67
Ibrahim	OR:72
Jelene	OR:72
Kaddur, Silvia	OR:68
Montagne, Jean-Paul	OR:69
Smith, Robin	OR:68
San Cristobal	
Eden Cay	WD:54-64; SS:59-63; WW:57-58
A Bit of Eden (Orion Headquarters)	WD:45; WW:30
The Casino	WD:54; SS:59- 60; WW:36
Chases in Eden Cay	WD:56-63; SS:60-64
Clubs	WD:56
The Reef	WD:56; SS:60; WW:58
The Glass Surf	WD:56; SS:60; WW:58
Eden Cay Country Club	WD:54; SS:60; WW:57
Hotels	
The Shoreman House	WD:56; WW:36, 58
The King Phillip	WD:56; SS:17- 18; WW:58
Map	WD:55; SS:4
Restaurants	WD:56
Caribbean Princess	WD:56; SS:60; WW:58
Neptune's Favorite	WD:56; SS:60; WW:58
San Cristobal Center for the Arts	WD:54; SS:60; WW:57-58
Stand & Obeah (occult shop)	SS:5
Elberon City	WD:27-32; WW:59-64
El Fiero	WD:29; WW:60- 61
Glitter Street	WD:27; WW:59
Map	WW:cover
Nightclubs	WD:28-29; WW:60
The Golden Fleece	WD:28; WW:60
La Casa del Gato	WD:28; WW:60

Subject	Page
San Cristobal (cont.)	
The French Twist	WD:29; WW:60
The Broken Shell	WD:29; WW:61
The Wayfarer	WW:61
The Sargasso Sea	WW:47
Restaurants	WD:27-28; WW:59
Le Cygne	WD:28; WW:59
The Mayor's Garden	WD:28; WW:59
New World Inn	WD:28; WW:60
Fort Darnier	WW:25-26, 28
Map	WW:27
Government	WD:4-8
History	WD:2-4, SS:59; WW:57
Maps	
40-foot sailboat	WD:34
87-foot yacht	WD:34
285-foot luxury yacht	WD:35
Carcavera's Hotel Suite (King Phillip Hotel)	SS:47
The Carribean	WD:6
The Casino	WD:61
Ceremonial Voodoo Clearing	SS:31
Diablo Island	SS:6
Eden Cay	WD:55; SS:4
Elberon City	WW:cover
Fort Darnier	WW:27
The Glass Surf Club	WD:57
Hausenger's Rented House	WW:17
Penthouse of the King Phillip Hotel	WD:64
Remarque's Home	SS:8
San Cristobal	WD:8; SS:insert
San Cristobal Agricultural Research Station	WW:45
The Spider (oil rig)	WW:50-51
Temple of Toluacan	WW:40
Tequila Rose (freighter)	WW:21
Typical beach cottage	WD:36
Typical mountain home	WD:33
Warehouse	WW:24
Ministry of Intelligence	WD:7-8
NPCs	
Abbot, Garry	WW:15
Alan, Caryn	WD:44-45
Bayo, Gen. Marco	WD:3; WW:7-8
Brett, Bart	WW:34-35
Carcavera, Vitor	SS:38-39
Castenada, Jorge Carlos y	WD:41

Subject	Page
San Cristobal (cont.)	
Clavell, Penelope	WD:6-8
Coffee, Cinnamon (aka Clarice Kaufmann)	WW:11-12
Davey, Johnny	SS:40-41
deAlmeida, Miranda	WD:23-24
Edmundsen, John	WW:33-34
Edwards, Rio	SS:41-42
Galis, Mercedes	SS:42-43
Grange, Jack	WW:15
Hall, Trevor	WW:47
Hausenger, Eric ("Slick")	WW:12
Hollister, L. Michael	WD:42-43
Ignatius, Valentino St. John	WD:3-5
Jellicoe-Parker, Lady Brenda	WD:12-13
Johns, L. Hunter	SS:43-44
Knutson, Shelly	SS:14-15
LaVeau, Michelle	WD:18-19; SS:15-16
Lebecque, Martin	WD:13
Madison, Honey	WD:31-32; WW:62-64
Marshall, Jack	WD:39-40
Natividad, Chano (aka Diego Montenegro)	WW:8-9
Nokomo	WD:17-18
O'Rourke, Maximillian	WD:29-31; WW:61-62
Pontielle	WD:22-23
Rafael	SS:39-40
Remarque, Dr. Napoleon	SS:13-14
Saunders, Howard	WW:9-11
Simones, Guillermo	WW:18
Sinitsin, Ilanya	WD:41-42
Thomas, Martin H.	SS:12-13
Tibbles, Skippy	WW:14-15
Tung, Su-fei	WD:32; WW:64
People	WD:9
Religions	WD:9-11
Bongo	WD:9-10
Cumananci	WD:10-11; SS:7
Myal and Obeah	WD:9
Rastafarianism	WD:10
San Cristobal Agricultural Research Station	WW:44-46
The Spider (oil rig)	WW:48-56
Temple of Toluacan	WW:39-41
Terrain	WD:11-27
Corocos Mountains	WD:11-15
Chases in the mountains	WD:14-15

Subject	Page
San Cristobal (cont.)	
Diablo Key	SS:30-32; WW:59
East Beaches	WD:21-26
Chases in the East Beaches	WD:25-26
Great Croc Swamp	WD:15-21; SS:25
Chases in the swamp	WD:19-21; SS:27-30
Rubena Keys	WD:26-27; SS:63; WW:58-59
South America	OR:24-35
Aries Bureau	OR:24-26
El Dorado Region	TW:33-35
Web	AG:2, 45-49; OR:1-128; TW1-96
Agents	
Aguilera, Emanuel	OR:128
Alegheri, Theodoro	OR:107-108
Alexandrovich, Capt. Vane	BW:47-56
Asam, Gobor	TW:70-71
Batterby, Sir Malcolm Charles	AB:8-9
Bladt, Gunter	OR:126
Bourguay, Charles	OR:126
Braun, Karl	TW:50
Braun, Wernher	TW:50
Bremmer, Karl	MC:20-22
Britten, Marla	OR:11-12
Danning, Dr. Delilah (aka Margaret Welsh)	FW:11-12
Dar, Ali	OR:83-84
Denko, Izuma	OR:113
Descartes, Jean-Paul	TW:61-62
Donaldson, "Big Donnie"	OR:125
"Dragon-Egg"	TW:78-79
Forshe, Michele, the Duke of	AB:18-19
Eijkman, Dr. Louis	TW:50
Garcia, Juan Alberto	TW:87
Gardner, Miles	SS:10-11
Gianelli, Paulo	TW:86-87
Goncalves, Sabrina	TW:28-29
Hathaway, Taylor Ashley	TW:26-27
Huong-Voisin, Dori	OR:44
Idle, Graham	TW:56-57, 59
Jamila	OR:94-95
Kanasone, Jacob	TW:74-76
Kluge, Edward ("The Jackal")	TW:51

Subject	Page
Web (cont.)	
Kurtz, Dr. Maximillian	FW:10-11
LeBlanc, Rene	OR:126
Lei, Kim	OR:117
Markham, Bobby	WD:43-44
Marks, Rebecca (aka Annette Ellison)	AB:27-28
Mayer, Sidney	FW:14-15
McCoy, M.	TW:91-95
Michalski, Andrew	TW:78-79
Mikros, Artimus	OS:6
Onnes, Ton Kamerlingh	TW:48
Onsen, Ikumi	OR:109
Pacheco, Anna Paula	TW:82
Palacio, Luz	WW:34
Perez, Esteban	TW:83
Petrovlovski, Gregor Ivanovitch	TW:27
Queiroz, Dr. Henrique Vladimir	OR:30-32
Rankin, Jeremy	BW:26-37
Rodriguez, Caesar (aka "Cicatrix")	WW:32-33
Tatupu	FW:13
Toscanini, Don Arturo	TW:53
Tyler, Anthony Alderman	TW:95-96
Urutu	OR:30-35
Van der Graaf, Baron Eric	TW:47-53
Weintraub, Elise	TW:62
Yaffe, Capt. Shimon	TW:47
Zusui, David	TW:27-28
current operations	AG:49
description	AG:47
directors	AG:48
Equipment	TW:24-26
Agent's Briefcase	TW:26
The Balloon Spider	TW:25
Beeper Bomb	TW:26
The Black Widow's Bite	TW:25
Cyanide Tooth	TW:26
Infrared Contacts	TW:26
Lancer Anti-Sub Missile	DD:54
The Nerd Box	TW:26
Poison Buckle	TW:26
Seacloud Inkbomb	DD:54
The Silk Ghost	TW:25
Web Assault Bike	OS:9
Web Attack Helicopter	OS:9
Web Rescue Vessel	DD:54
The Web Watch	TW:25
espionage branch	AG:49

Subject	Page
Web (cont.)	
Ethics	TW:45-46
The Expendibles	TW:47
Golden Triangle	AG:49
History	TW:4-6
Formation	AG:47; TW:4-5
Recent growth	TW:6
Latin America	AG:49
Limits of Power	TW:9-11
Counter-intelligence	TW:9-10
Fear of exposure	TW:10
Fouled plans	TW:10
Internal rivalries	TW:11
Legitimate competition	TW:10
Slow reactions	TW:9
The hunter Orion	TW:10
The long arm of the law	TW:9
Map	TW:16-17
methodology	AG:47-48
Middle East	AG:49
Nexus	TW:21-30, 36
Operations	
Central America	OR:14-15
Mexico	OR:18-19
North America	OR:5-6
operations managers	AG:48
Organization	TW:11-14
Table of organization	TW:12-14
Associates & Partners	TW:13
Board of Directors	TW:12
Chief Executive Officers	TW:12-13
Commanders	TW:13
Employees	TW:13-14
Foremen	TW:13
Managers	TW:13
Regional offices	TW:12
Supervisors	TW:13
Vice-Presidents	TW:13
Terminology	TW:11-12
Regional Activities	TW:31-45
Gilgamesh region	TW:37-40
El Dorado region	TW:33-35
Hiawatha region	TW:31-33
Prometheus region	TW:35-37
Raiko region	TW:42-44
Ratri region	TW:40-42
Regional Assets	TW:19-20
Contacts	TW:20
Facilities	TW:19-20
Personnel	TW:20

Subject	Page
Web (cont.)	
Vehicles	TW:20
Regional Divisions	TW:14-15
Security	TW:15-19
Security procedures	TW:15, 18-19
Block keys	TW:18
Code-names	TW:18
Codes	TW:18
Cut-outs	TW:15, 18
Legitimate covers	TW:18
Lookouts	TW:18
Minimize exposure	TW:15
Need to know	TW:15
Oversight	TW:18
Personal identification	TW:15
personnel	AG:48
Practice runs	TW:18
Preparation	TW:18-19
Private contractors	TW:18
Security classifications	TW:19
Board	TW:19
Corporate	TW:19
Memo	TW:19
Press release	TW:19
Sphere of Influence	TW:6-8
Bases	TW:6
The Strand	TW:35, 37
Monte Carlo	MC:20-23
headquarters	
Criminal assets	TW:7
Espionage assets	TW:8
Legitimate assets	TW:7
Military assets	TW:7-8
Political assets	TW:6
Squadron Omega	TW:29-30
Web activity	
Afghanistan	TW:36, 40, 41
Kabul	TW:41
Albania	TW:35, 37, 38
The Strand	TW:35, 37
Angola	TW:37, 39
Antarctica	TW:42, 44
Argentina	TW:34-35
Australia	TW:40, 41
Brisbane	TW:40
Melbourne	TW:40
Perth	TW:40
Sydney	TW:40, 41
Austria	TW:35
Bahamas	TW:31-33

Subject	Page
Web activity (cont.)	
Bermuda	TW:31-33
Bolivia	TW:34
Brazil	TW:34
Burma	TW:40, 41
Rangoon	TW:40
Cambodia	TW:41
Canada	TW:31-33
Chile	TW:34
China	TW:40, 42, 44
Hong Kong	TW:42, 43, 44
Colombia	TW:34
Cuba	TW:31-33
Cyprus	TW:38
East Germany	TW:35
Egypt	TW:38, 39
Ethiopia	TW:38
France	TW:35
Greece	TW:35, 36, 38
India	TW:40, 41
Ahmadabad	TW:40
Bombay	TW:40
Calcutta	TW:40
Jamshedpur	TW:40
New Delhi	TW:41
Indonesia	TW:40, 41
Jakarta	TW:40, 41
Iran	TW:38
Iraq	TW:38
Ireland	TW:35, 36
Italy	TW:35
Sicily	TW:37
Japan	TW:42, 43, 44
Nagoya	TW:44
Osaka	TW:44
Tokyo	TW:43, 44
Kenya	TW:37
Laos	TW:41
Lebanon	TW:38
Liberia	TW:39
Libya	TW:38
Malaysia	TW:41
Mexico	TW:31-33
Mongolia	TW:44-45
Morocco	TW:38
Mozambique	TW:38, 39
Namibia	TW:38
Netherlands	TW:46-53
North Korea	TW:42
Pakistan	TW:40, 41

Subject	Page
Web activity (cont.)	
Panama	TW:34, 38
Peru	TW:34
The Philippines	TW:42, 43, 44
Manila	TW:43
Saudi Arabia	TW:39
Singapore	TW:40, 41
South Africa	TW:37, 38, 39
South Korea	TW:42, 43, 44
Seoul	TW:43, 44
Soviet Union	TW:37, 43-44
Leningrad	TW:36
Novosibirsk	TW:43
Petropavlovsk	TW:43
Tashkent	TW:43
Vladivostok	TW:43
Spain	TW:35, 36
Sri Lanka (Ceylon)	
Colombo	TW:41
Sweden	
Stockholm	TW:36
Switzerland	

Subject	Page
Web activity (cont.)	
Nexus	TW:21-24; 36
Syria	TW:39
Taiwan	TW:42, 43, 44
Taipei	TW:44
Thailand	TW:40, 41
Bangkok	TW:40, 41
Turkey	TW:38, 39
Uganda	TW:38, 39
United Kingdom	TW:35
United States	TW:31-33, 43
Puerto Rico	OR:6; TW:31-33
Uruguay	TW:34
Vietnam	TW:40, 41, 43
Ho Chi Minh City	TW:41
West Germany	TW:35, 36, 37
Auschwitz	TW:48
Western Europe	OR:36-46
Gemini Bureau	OR:36-38
Prometheus Region	TW:35-37
Yemen	TW:38
Zaire	TW:38

F.R.E.E. Lancers Campaign

Subject	Page
FREELancers Campaign	FL:51-77
Canada	FA:82
Central America	FA:83-84
China	FA:85-86
Federal government	FA:3-4
The FREEAmerica campaign	FA:6
FREELancers	FL:56-77
Agent Prime (Thadeus Johnson)	FL:71-72
Captain Ares (real name unknown)	FL:63-64; FA:39-40
Centaur (Matthew Fine)	FL:76-77
Charm (Simon Drake)	FL:58-59
Contact (Summer Davison)	FL:74-76
Dervish (Karolyn Winters)	FL:60-61
Download (Jefferson Scott)	FL:69-70
Dr Random (Andrew J Rhand)	FL:67-69
Golem (Agatha Greywood)	FL:66-67
Matrix (Irene Domino)	FL:61-63
Refit (Charles Henry Magastowkawicz)	FL:57-58
Scratchbuilt (Juan Miguel DeChanza)	FL:64-65
Tandem 1 (Marsha Martini)	FL:72-74
Tandem 2 (Jimmy Conrad)	FL:72-74
Underhill (Lee Won Underhill)	FL:56-57
History	FL:51-52
Introduction	FA:2-3
Japan	FA:84
Detroit	FA:40-41
Space exploration	FA:31, 32
Law enforcement	FA:5-6
Life in FREEAmerica	FA:5
Metabilities	
Microscopic Sight	FA:50
Savant, genetic engineering	FA:50
Savant, stock-trading	FA:26
Televised Empathy	FA:56
Toxic waste metabolization	FA:80
Mexico	FA:83
Middle East	FA:86
NPCs	FL:78-84
Archuleta, Felix	FA:67
Archuleta, Max	FA:67

Subject	Page
NPCs (cont.)	
Bell, Herman	FA:94
Bjornsen, Thor	FA:10-11, 12-13
Bradford, Charles	FA:30
Carmichael, Buster	FA:45
Carter, Dr. Sherman	FA:41-42, 50-51
Chance, Harold ("Fat")	FA:79, 80-81
Cormier, Jean-Claude	FA:31-32, 35-36
Culpepper, Jim Bob	FA:2-3, 61-62, 66
Davis, Stacy	FA:93-96
Duberstein, Harvey	FA:11-12, 15-16
Flanagan, Orville	FA:8, 13-14
Flanagan, Wilbur	FA:8, 14-15
Fletcher, Roscoe	FA:44-45
Harriet, Ozzie ("Cliché")	FL:84
Herbst, Theodore ("Teddy-Boy")	FA:20-21, 26-27
Hillegas, Claire	FA:65-66
Hubbard, Mayor Dorothy	FL:81
Kelso, Spencer	FA:44-45
Kinoshita, Masohiro	FA:49-50
LaFollette, Barry	FA:45
Lassiter, Louis	FA:31-32, 34-35, 47-48
Lexington-Palmer, Reginald	FA:68-69, 73
MacArthur, Boswell	FA:21-22, 27-28
Malone, Kenmore	FA:23
McSpiddle, Clem	FA:55-56
Mertz, Kent	FA:32-33, 37
Michelson, Barnstable	FA:65-66
Muldoon, Robert Daniel ("Fireflash")	FL:78-79
Mullins, Gen. Foster T.	FA:23
Nakeshita, Ruriko ("the Emerald Dragon")	FA:9-10, 16-17
Navarro, Gov. Robert	FA:28-29
Perkins, Eleanor	FA:19, 25-26
Petrokov, Sergei	FA:9, 17
Prof. Rho (Rodney Temmerman)	FL:82-83
Reynolds, William	FA:43, 47-48
Scemo, Nick	FA:42-43, 49
Stevenson, Beauregard	FA:56, 61-62
Swanson, Harold ("Jean Lafitte III")	FA:56, 59-60
Talisman, Hector	FA:22-23, 24

Subject	Page
NPCs (cont.)	
Tollentino, Johnny	FA:45
Underhill, Lee Won	FA:39
Wallenstein, Lancaster	FA:87-89
Wiley, Maj. David	FA:93-96
Woodbury, Frederick ("Rev. Blotto")	FA:52-54, 57-58
Young, Crystal ("Deadline")	FL:79-81
Zarley, Brewster	FA:43, 54, 58-59
Operation Policies	FL:52-55
Organizations	
Associated Technologies	FA:30-31, 34
Cambridge United	FA:8
Technological Industries (CUTI)	
Crime Families	FL:83
Cyborgs Izz Us	FA:43, 48
DeBergen Industries	FA:87
Family Archuleta	FA:45-64, 66-67
Family Dread	FA:22-23, 24
Family DeLeon	FA:63
FREELancers	FA:39
GENEcology	FL:81-82; FA:11-12, 69-70
Group of Five	FA:21-22
Hammer Associates	FA:10-11, 12
Independent Operators International	FA:65, 67
Lone Star Space (LSS)	FA:31, 62, 67-68
Migrant Revenge	FA:19-20, 24-25
Millenniists	FL:82-83; FA:80
NASA	FA:31-32
Native Americans Association	FA:72, 74
Nazis	FA:72, 74-75
Organized crime	FA:45, 63-64
Orion Foundation	FL:82
People's National Park Service	FA:70-72, 75-76
Reorganized American Federation of Labor (RAFL)	FA:43-44, 46-47
Sicilian Mafia	FA:23
Temporary People	FA:32-33, 36, 44
United Weapons, Inc. (UWI)	FL:84; FA:30-31
United Western States Beef Growers Association (UWSBGA)	FA:71-72, 76
Wastelanders	FA:81
The Web	FL:82

Subject	Page
The Web (cont.)	
WebOne	FA:79-80
WebTwo	FA:79-80
The Pacific Coast	FA:77-81
Regional alliances	
Great Lakes Authority (GLA)	FA:4, 31, 38-51
Megastate of Greater Massachusetts (MGM)	FA:4, 7-17, 31
Middle Atlantic Alliance (MAA)	FA:4, 18-28, 31
Ohio-Lower Mississippi Basin Cooperative (OLMBC)	FA:4, 51-61
Rocky Mountain Alliance (RMA)	FA:4, 68-76
South Atlantic States Directive (SASD)	FA:4, 28-37
Soviet Union	FA:85
State government	FA:4-5
Texas	
Third World	FA:86
Western Europe	FA:84-85
Metabilities	FL:11-27
Documented Metabilities	FL:12-22
Attribute Enhancement	FL:12
Berserkerism	FL:13-14
Combat Arcane	FL:14-15
Enhanced Senses	FL:16
Enhanced Toughness	FL:16
Extreme Senses	FL:15-16
Invulnerabilities	FL:19-20
Poltergeist	FL:21-22
Pyrotinetics	FL:21
Savantism	FL:12-13
Telekinesis	FL:16-17
Telelocation	FL:20-21
Telepathic Force	FL:18-19
Telepathy	FL:17-18
Theoretical Metabilities	FL:24-27
Armor	FL:25-26
Flight	FL:26
Regeneration	FL:24-25
Retro-field Generation	FL:26-27
Waterbreather	FL:27
Undocumented Metabilities	FL:22-24
Empathic Rapport	FL:24
Healing	FL:23-24
Speed	FL:22-23

Advice / Design Index

Subject	Page
Actor, Administrator as	AG:3, 21-29
Administrator	AG:2-4
as actor	AG:3
as encyclopedia	AG:34
as game designer	AG:4
as judge	AG:3
as storyteller	AG:4
Administrator advice	
Adventure creation	DR168:87-89
Nonplayer characters	DR168:88-90
Plots	DR168:87-88
Alternate paths	FW:46-47
Chase flowcharts	FW:39
Foreshadowing	FW:18-19
Gadgets	
Game tone	DR168:86
Opening sequences	FW:24-25
Organization	DR168:86
Playing techniques	DR168:92-93
Plots	FW:6-9
Props	FW:30
Resources	
Equipment	DR168:90
Geography	DR168:90
Plot ideas	DR168:90
Running adventures	DR168:90-91
Splitting the group	FW:36
Testing the players	FW:33-34
Timing	FW:51
Tying off loose ends	FW:43-44
Adventure design	DR152:94-105
Adventurers	AG:34
Adventures	
Complications	DR153:84-91
Storyline types	AG:38-40
linear storyline	AG:38-39
matrix storyline	AG:39-40
open storyline	AG:39
Almanacs, in research	AG:30-31
Associates	AG:21, 23-24;
contacts	AG:23-24
creating	AG:23
Atlases, in research	AG:31
Books, in research	AG:31; CO1: 64; CO2: 96

Subject	Page
Campaigns	AG:2, 41-54
counter-terrorists	AG:43-44
criminal	AG:44-45
designing your own	AG:41
getting PCs involved	AG:42-43
law enforcement	AG:44-45
mercenary	AG:44
Orion Foundation	AG:50-54
other times and places	AG:45
Private eye	AG:44
real-world espionage	AG:43
war against the Web	AG:45-54
the Web	AG:46-49
Character generation advice	DR168:91-92
Choosing equipment	DR168:92
Choosing skills	DR168:92
Personality	DR168:91-92
Bad punster	DR168:91
Collector	DR168:91
Devoted spouse	DR168:91
Ethnic	DR168:91
Fashion plate	DR168:91
Gourmet	DR168:91
Mr. Perfect	DR168:91
Sailor	DR168:91
Stiff upper lip	DR168:91
Quirks	DR168:91-92
Characters (see also " <i>Player characters</i> " and " <i>Non-player characters</i> ")	
converting old TOP SECRETS	AG:61-62
characters to new Top Secret/S.I.	
Combat	PG:67-80; AG:9-11; CM:29-35
NPC tactics	AG:27-28
Contacts	AG:23-24
Counter-terrorist missions	AG:43-44
Coups and revolutions	DR139:96-98
Criminal missions	AG:44-45
Encyclopedia	
administrator as	AG:3-4
in research	AG:31
Espionage missions	AG:43
Extras	AG:21-23
creating	AG:22

Subject	Page
Extras (cont.)	
custom	AG:23
generic NPCs	AG:22-23
interacting with PCs	AG:22
Fighters, combat tactics	AG:27
Figure-and-forget modifiers	AG:6
Foreshadowing	AG:37
Game designer, Administrator as	AG:4
Game scale	PG:65
Glossary	AG:55-60
Commando	CM:96
Henchmen	AG:21, 23-24
creating	AG:23;
playing	AG:28-29
Judge, Administrator as	AG:3, 5-20
Law enforcement missions	AG:44-45
Linear storyline	AG:38-39
Mad Scientists	DR177:28-32
Magazines, in research	AG:31
Matrix storyline	AG:39-40
Mercenary missions	AG:44
Missions	AG:43-45
counter-terrorist	AG:43-44
Crime/Criminal	AG:44-45; CM:5
espionage	AG:43
Hostage rescue	CM:4
Intelligence	CM:5
law enforcement	AG:44-45
mercenary	AG:44
other	AG:45
private eye	AG:44
Raids	CM:5
real world espionage	AG:43
Saving the world:	CM:5
war against the Web	AG:45-54
Modifiers	AG:6-7
figure-and-forget	AG:6
situations not covered by the rules	AG:5, 6-7
Newspapers, in research	AG:31
Non-player characters (NPCs)	PG:3; AG:21-29
associates	AG:23-24
combat tactics	AG:27-28
extras	AG:22-23
generic	AG:22-23
interacting with PCs	AG:25-27
playing	AG:3, 22, 24-25
reaction rolls	AG:25-26
tags	AG:25
villains	AG:24, 28-29

Subject	Page
Non-player characters (cont.)	
voice	AG:25
Novels, in research	AG:31
Open storyline	AG:39
Optical surveillance devices	G4:7-9
Pacing	AG:37
Player characters	
adventurers	AG:42
challenging	AG:28-29, 38
getting started	AG:42-43
improvement	PG:91; AG:17-18
interacting with NPCs	AG:25-27
keeping alive	AG:17
non-adventurers	AG:42-43
survival	PG:89-91
Police, combat tactics	AG:28
Private eye missions	AG:44
Problem-solvers	AG:34
Record-keeping	AG:19-20
game rules	AG:19
NPC information	AG:20
PC information	AG:19-20
players' responsibilities	AG:20
Research	AG:3-4, 30-32
if you're stumped	AG:32
player help	AG:31-32
sources of information	AG:30-31
Rewards, player character	AG:17-19
character improvement	AG:17-18
financial	AG:18-19
intangible	AG:19
Roleplayers	AG:34-35
Roleplaying	PG:2-3
Scale, and maps	PG:65
Settings	
Airliner	S&S:10
Description	S&S:10
Security systems	S&S:10
Typical NPCs	S&S:10
Airport	S&S:9
Description	S&S:9
Security systems	S&S:9
Typical NPCs	S&S:9
Hotel	S&S:4
Description	S&S:4
Security systems	S&S:4
Typical NPCs	S&S:4
Offices and hallways	S&S:3
Description	S&S:3
Security systems	S&S:3

Subject	Page
Settings (cont.)	
Typical NPCs	S&S:3
Residences	S&S:6
Description	S&S:6
Security systems	S&S:6
Typical NPCs	S&S:6
Restaurant / Bar	PG:37; G4:76
Description	S&S:5
Security systems	S&S:5
Typical NPCs	S&S:5
Train cars	S&S:10-11
Description	S&S:10-11
Security systems	S&S:11
Typical NPCs	S&S:11
Tramp steamer	S&S:12
Description	S&S:12
Security systems	S&S:12
Typical NPCs	S&S:12
Warehouse / Factory	S&S:7-8
Description	S&S:7
Security systems	S&S:7-8
Typical NPCs	S&S:8
Story elements	AG:36-38
challenge	AG:38
foreshadowing	AG:37
mystery	AG:37
pacing	AG:37
timing	AG:37-38
unusual elements	AG:38

Subject	Page
Story structure	AG:35-36
climax	AG:36
coda	AG:36
development	AG:35
exposition	AG:35
Storyteller, Administrator as	AG:4, 33-40
adventurers	AG:34
problem-solvers	AG:34
roleplayers	AG:34-35
story design techniques for	AG:38-40
gaming	
story elements	AG:36-38
story structure	AG:35-36
tailor-made adventures	AG:35
understanding players	AG:33
using events to move your story	AG:40
Television, in research	AG:31
Thugs	AG:22-23
combat tactics	AG:27
Timing, dramatic	AG:37-38
Villains	AG:21, 24
killing off	AG:29
motivation	AG:24
non-fictional	CO1:6
playing	AG:28-29
resources	AG:24
Voice	PG:11; AG:25

Notes

When I set out to index all of the published material for Top Secret/S.I., I didn't know just what a massive job that was going to be! I found out soon enough. What I have here is pretty messed up. I think I did an fine job of getting the material into the index, but I didn't do so great at organizing it.

Almost every published item for Top Secret/S.I. that I'm aware of was indexed -- the boxed sets and sourcebooks, articles from DRAGON magazine, and a couple of Agent 13 graphic novels. There's a scenario in DUNGEON that hasn't been indexed, and nothing ever published in POLYHEDRON or any other gaming magazine made it into the index, either.

Probably the best way to find information in this index is to keep it in electronic format and use Acrobat's search feature to find what you're looking for -- nothing has really been cross-referenced (Looking up the entries for "Bad Breaks" and "Breaks, Bad" might give different results).

If someone else wants to tackle the rest of this project, I'll be more than happy to send you the original Excel file that I was working from -- just e-mail me at jhicks10@mindspring.com and let me know.

This index was made to share with the entire Top Secret/S.I. community -- feel free to upload it to your web page for others to find it. Do whatever you want with it -- keep it as a PDF, translate it to HTML, or whatever.

Many thanks to Dave McAlister for helping out.

Later!!

Grimm